

PROFESSIONAL SUMMARY

Skilled and versatile 2D/3D artist with extensive background in graphic arts including photo retouching, advertising campaigns, package design, and print production. Game industry experience working with dev kits, developer tools and pre-release game builds to produce screenshots and digital assets for AAA titles. Produced 3D assets, textures, normal maps, characters, environments and levels for iPhone and browser-based video games. Expertise developing cutting edge 3D medical animation and animated 3D anatomy.

PROFESSIONAL AREAS OF EXPERTISE

- 2D Game Asset Production • Screenshots • Photo Retouching • Graphic Design • Print Production
- Low/High Res 3D Models • Environments • Texturing • Lighting • Characters • Rigging • Animation
- Photoshop • Maya • Illustrator • InDesign • After Effects • Final Cut Pro • Premier Pro
- Unity3D Game Engine • MAC OSX and Windows XP

PUBLISHED TITLES (Activision Art Services Dept.)

Skylanders Spyro's Adventure - Art Lead
Guitar Hero: Warriors of Rock - Art Lead
Spider Man: Shattered Dimensions - Artist
James Bond 007: Bloodstone - Artist

WORK EXPERIENCE

Art Services Coordinator February 2010–Present
Activision Santa Monica, CA

- Utilize console development kits, developer tools and pre-release game builds to produce high quality imagery for editorial, online and marketing materials
- Create game specific screenshots and digital imagery for use on developer and publisher websites, Xbox LIVE, Playstation Network, industry magazines, and FOB/BOB game packaging
- High end photo retouching of 2D/3D game related imagery including: screenshots, model renders, product photography and advertising
- Design of print materials for use in advertising, product packaging, marketing promotions and trade shows
- Interact with producers, developers, PR, Legal, and Brand/Marketing teams to ensure guidelines and protocols are established and followed
- Manage work flow and meet time sensitive deadlines, including quick turnaround on urgent requests

3D Artist for Slugfest iPhone Game (Contract) May 2009–December 2009
Eyedip LLC New York, NY

- Collaborated with development team of two producers, programmer and audio composer on all aspects of game design from initial concept through final release to the Apple App Store
- Created all visual assets including 3D modeling, animation, visual effects and UI
- Utilized Unity 3D game engine and tool set for alpha, beta and final game builds

Senior Graphic Designer April 2008–December 2008
Medicus Lifebrands New York, NY

- Modeled, textured and rendered 3D assets for pharmaceutical products using Maya, After Effects and Photoshop
- Hi res photo retouching of art assets and product photography
- Designed print/marketing materials & tradeshow graphics for a variety of pharmaceutical clients including: Astra Zeneca, Mead Johnson, Proctor & Gamble and Sanofi Aventis

Freelance Production Artist June 2006–March 2008
Citi/MetLife New York, NY

- Developed layouts and design of marketing materials, brochures, booklets, posters and interactive PDFs
- Created templates and spec sheets for corporate rebranding
- Prepped and FlightChecked print pieces for release to off-site printers and in-house publishing services

Graphic Designer/3D Artist July 2004–March 2006
DevicePharm Irvine, CA

- Designed and produced full color ads, brochures, package designs and package templates, marketing & tradeshow materials for AMO, Coopervision, Thoratec, AccuFocus, Amadeus II, TECNIS
- Modeled, textured and animated 3D assets for medical procedures, device operations and anatomy for AMO, ReZoom, Whitestar Ice, and Lifestyle Vision
- Managed prepress quality control of print pieces for release to printers and separators

EDUCATION

- AS Computer Animation, Full Sail Real World Education
- BFA Graphic Design, School of Visual Arts
- DeCret School of Arts, Certificate in Commercial Art