



Illustrator/Concept Artist

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Software and proficiencies:

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- Photoshop
 - Illustrator
 - Maya
 - Unity
 - Substance Painter
 - Medibang Paint Pro
 - 2-D Illustration
 - Friendly and agreeable
 - Positive influence on team projects
 - Quick turnaround times

Work History:

The Art institute of Portland Student Game Production Team August 2017-March 2018

“Magician’s Apprentice” 3D Modeler and Texture artist

- Modeled and textured hard surface assets using Maya, Photoshop and Substance Painter.
- Kept assets created light on resources for use in virtual reality
- Communicated with team to ensure consistent vision, and to improve the overall product with collaboration.

Bright Wood Corporation Lumber stacker

July 2014-July 2018

Laborer and Grounds Maintenance (Part-time)

- Stacked and sorted lumber, removed bags and staples on wood units and marked down wood types.
- Was responsible for general cleanup, ensuring a safe and efficient work environment.

Education:

The Art Institute of Portland

Summer 2018

Bachelor of Fine Arts in Game Art & Design