

EXPERIENCE:

DEC 2008 - CURRENT - 3D ARTIST AND GENERALIST - (CONTRACTOR)

PROJECTS:

**SPIDERMAN 4 (FEATURE FILM PREVIS)
TEKKEN (FEATURE FILM FINAL SHOTS)
FAST & FURIOUS 5 (FEATURE FILM PREVIS)
THE THING (FEATURE FILM PREVIS)
ACTIVISION TRAILERS (SEVERAL GAME TRAILERS)
KING OF FIGHTERS (COMMERCIAL)
WOLFENSTEIN (WEBISODE)**

COMPANIES:

**PROOF INC
LOOK EFFECTS
TECHNICOLOR INTERACTIVE
PETROL ADVERTISING**

RESPONSIBILITIES:

**MODELING, TEXTURES, LIGHTING,
RENDERING, SCENE ASSEMBLY,
UVS, SHADERS**

OCT 2009 - CURRENT - ART AND DESIGN INSTRUCTOR - WESTWOOD COLLEGE

ONLINE COURSES THAT I TEACH:

**TEXTURE MAPPING, INTERMEDIATE 3D, FUNDAMENTALS OF 3D,
GAME ANALYSIS AND PLAYABILITY, INTRODUCTION TO GAME DEVELOPMENT**

OCT 2005 - DEC 2008 - ENVIRONMENT ARTIST - PANDEMIC STUDIOS (EA)

PROJECTS: (GAME DEVELOPMENT)

**LORD OF THE RINGS: CONQUEST (Xbox360, PS3, NDS, PC)
MERCENARIES 2: WORLD IN FLAMES (Xbox360, PS3, PS2, PC)**

RESPONSIBILITIES:

**MODELING, TEXTURES, DESTRUCTIBLE BUILDINGS,
HIERARCHY, COLLISION, LODS, OCCLUDERS, UVS,
AMBIENT OCCLUSION, VERTEX COLORS, SHADERS**

APR 2005 - OCT 2005 - 3D GENERALIST - BRAIN ZOO STUDIOS

PROJECTS: (GAME CINEMATICS AND COMMERCIALS)

**STAR WARS GALAXIES: TRIALS OF OBI-WAN (PC)
AMERICA'S ARMY: RISE OF A SOLDIER (XBOX, PS2)
CIVILIZATION IV (PC) THE CON (PSP)**

RESPONSIBILITIES:

**MODELING, TEXTURES, ANIMATION,
LIGHTING, RENDERING, COMPOSITING,
MOTION GRAPHICS, UVS, SHADERS**

KNOWLEDGE:

**3D - MAYA, 3DSMAX, ZBRUSH, SOFTIMAGE, ANIMATION MASTER
2D - PHOTOSHOP, AFTER EFFECTS, ILLUSTRATOR, PREMIERE, IMAGEREADY, CRAZYBUMP
LEVEL EDITORS - UNREAL, FED, INFINITY
WEB DESIGN - DREAMWEAVER, FLASH, FRONTPAGE, HTML, JAVASCRIPT, ACTIONSCRIPT
OTHER - MENTAL RAY, PERFORCE, ALIENBRAIN, SMEDGE, MICROSOFT OFFICE
OS - WINDOWS, MAC, LINUX**

EDUCATION:

**JUL 2002 - MAR 2006 - ART INSTITUTE OF LOS ANGELES
BACHELOR OF SCIENCE DEGREE - MEDIA ARTS & ANIMATION**

**OCT 2004 - DEC 2004 - GNOMON SCHOOL OF VISUAL EFFECTS
ZBRUSH COURSE**