

EMPLOYMENT:

JAN 2012 - CURRENT: SENIOR 3D GENERALIST / COMPOSITOR PROLOGUE		RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHTING, RENDERING, ANIMATION, COMPOSITING, SHOT LAYOUT
OCT 2009 - CURRENT: INSTRUCTOR WESTWOOD COLLEGE	ONLINE COURSES THAT I HAVE TAUGHT: INTERMEDIATE 3D, FUNDAMENTALS OF 3D, TEXTURE MAPPING, GAME ART PORTFOLIO, GAME ANALYSIS AND PLAYABILITY, INTRODUCTION TO GAME DEVELOPMENT, GAME ART PROJECT	RESPONSIBILITIES: COURSE MANAGEMENT, GRADING, GIVE STUDENTS FEEDBACK & CRITIQUES, ORGANIZE TEAM PROJECTS
OCT 2011 - DEC 2011: SENIOR 3D GENERALIST HYDROGEN WHISKEY	PROJECT: (GAME CINEMATICS) STAR WARS KINECT	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHT BAKING, ASSET INTEGRATION
MAR 2011 - SEP 2011: SENIOR 3D GENERALIST BRAIN ZOO STUDIOS	PROJECTS: (GAME CINEMATICS) STAR WARS KINECT ZORRO SKYLANDERS STRATEGO	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHTING, RENDERING
FEB 2011 - FEB 2011: ENVIRONMENT ARTIST CREATE ADVERTISING	PROJECT: (COMMERCIAL) TWISTED METAL	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHTING, SHOT LAYOUT
JAN 2011 - JAN 2011: COMPOSITOR BUSTER DESIGN	PROJECT: (SUPER BOWL COMMERCIAL) TERRA NOVA	RESPONSIBILITIES: COMPOSITING, LIGHTING, RENDERING
NOV 2010 - JAN 2011: LEAD ENVIRONMENT ARTIST THE FAMOUS GROUP	PROJECTS: (COMMERCIALS) LEXUS CT HYBRID CAR COMMERCIALS	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHTING, RENDERING, SHOT LAYOUT ART TEAM MANAGEMENT
JAN 2010 - NOV 2010: PREVIS ARTIST PROOF INC	PROJECTS: (FEATURE FILMS) SPIDERMAN 4 FAST FIVE THE THING HANSEL AND GRETEL: WITCH HUNTERS	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHTING, SHOT LAYOUT
APR 2009 - SEP 2009: 3D GENERALIST LOOK EFFECTS	PROJECT: (FEATURE FILM) TEKKEN	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHTING, RENDERING, SHOT LAYOUT
APR 2009 - APR 2009: MODELER PETROL ADVERTISING	PROJECTS: (GAME CINEMATICS) WOLFENSTEIN KING OF FIGHTERS XII	RESPONSIBILITIES: MODELING
DEC 2008 - FEB 2009: SENIOR 3D ARTIST TECHNICOLOR INTERACTIVE	PROJECTS: (GAME TRAILERS) iCARLY, BAKUGAN BATTLE BRAWLERS, CHAOTIC: SHADOW WARRIORS, BIG LEAGUE SPORTS: SUMMER, JURASSIC: THE HUNTED, RAPALA: WE FISH	RESPONSIBILITIES: TEXTURES, UVS, SHADERS, MODELING
OCT 2005 - DEC 2008: ENVIRONMENT ARTIST PANDEMIC STUDIOS (EA)	PROJECTS: (GAME DEVELOPMENT) LORD OF THE RINGS: CONQUEST MERCENARIES 2: WORLD IN FLAMES	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, DESTRUCTIBLE BUILDINGS, COLLISION, LODS, OCCLUDERS
APR 2005 - OCT 2005: 3D GENERALIST/COMPOSITOR BRAIN ZOO STUDIOS	PROJECTS: (GAME CINEMATICS) STAR WARS GALAXIES: TRIALS OF OBI-WAN AMERICA'S ARMY: RISE OF A SOLDIER CIVILIZATION IV THE CON	RESPONSIBILITIES: MODELING, TEXTURES, UVS, SHADERS, LIGHTING, RENDERING, COMPOSITING, ANIMATION, MOTION GRAPHICS

KNOWLEDGE:

3D: MAYA, ZBRUSH, 3DSMAX, SOFTIMAGE, ANIMATION MASTER
 2D: PHOTOSHOP, AFTER EFFECTS, CRAZYBUMP, ILLUSTRATOR, PREMIERE, IMAGEREADY
 RENDERING: MENTAL RAY, DEADLINE, MUSTER, SMEDGE
 GAME LEVEL EDITORS: UNREAL, STORM, INFINITY, FED
 ASSET MANAGEMENT: PERFORCE, ALIENBRAIN, GOOGLE DOCS, SHOTGUN
 WEB DESIGN: DREAMWEAVER, FLASH, HTML, JAVASCRIPT
 OPERATING SYSTEMS: WINDOWS, MAC, LINUX, WINDOWS MOBILE, IOS

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
--	--