

343 INDUSTRIES
Lead Biomes Artist
Environment ArtistRedmond, WA
May 2022 – Current
September 2018 – May 2022Halo Infinite Xbox Series X/S / Xbox one / PC
Environments, Props, Surfacing, Shaders, Biome Development, Pipeline Research and Development.**ARENANET**
Environment ArtistBellevue, WA
March 2016 – August 2018Unannounced TBD
Environments, Props, Surfacing, Conceptual 3D, Tools and Technology consulting, PBR R/D.**SUCKER PUNCH PRODUCTIONS**
Senior Environment ArtistBellevue, WA
April 2013 – February 2016Ghost of Tsushima PS4/PS5
Props, surfacing, prototype environments.Various Pitches PS4
3D concept, surfacing prototype assets, prototype environments, prototype mechanics explorationsinFAMOUS: First Light PS4
Props, Environments, LODs, phys.inFAMOUS: Second Son PS4
Created mission props and vehicles with focus on texture-reuse as well as LODs and phys.**SONY COMPUTER ENTERTAINMENT AMERICA**
Environment Artist (Contingent)San Diego, CA
October 2012 - February 2013Puppeteer PS3
Created high-quality prop models and environments for real-time cinematics.**ZYNGA INC**
Concept/2D/3D ArtistEugene, OR
May 2012 - September 2012Various Titles Facebook/Mobile
Established 3D pipeline. Reviewed/unified 3D art from outsource. Generated 2D and 3D assets.**BUZZ MONKEY SOFTWARE**
ArtistEugene, OR
May 2010 – May 2012Rinth Island iOS
Core concept/environment artist.Too Many Heroes PS3 - Company Demo - Infernal Engine
Concepted, modeled, and textured stylized props, environments, and characters.ESPNU: College Town Facebook
Generated hundreds of unique, stylized building concepts and 3D models for use in game.**ART INSTITUTE OF CALIFORNIA**
Bachelor of Science – Game Art and DesignSan Diego, CA
2007-2010**TECHNICAL PROFICIENCY**

ZBrush, Maya, Substance Designer/Painter, Shader Networks, Houdini, Unreal, Simplygon, Photoshop, Marmoset