



COMPUTER ILLUSTRATOR, ANIMATOR 3D / 2D Art & Illustration

Experienced computer artist and illustrator with an extensive background in traditional and scientific illustration. Shipped over 30 products, including numerous award winning titles. Products widely recognized for excellence in artwork and animation. Training in scientific and zoological illustration provides expertise in the creation of realistic movement, lighting and intricate detail.

Expertise includes:

- ✦ 3D Modeling, Low and High Polygon
- ✦ Character Design and Modeling
- ✦ Environments
- ✦ Texture Mapping & Creation
- ✦ Limited Palette & Full Palette
- ✦ Concept Art Creation



TECHNICAL SKILLS



- ✦ Maya
- ✦ 3D Studio Max
- ✦ Z-Brush
- ✦ Adobe Photoshop
- ✦ Bryce
- ✦ Traditional Art & Illustration

CAREER HISTORY

Mofactor / Amplified Games

2006 – 2007

SENIOR / PRINCIPAL ARTIST / ART DIRECTOR / DESIGNER

Photoshop, 3D Studio Max, ImageReady, etc.

Designed, directed and created all art assets for their mobile products, as well as all marketing and promotional materials. Interfaced with in-house as well as remote contractors in the creation and implementation of assets.

THQ Video Production Department

2005

POST VIDEO PRODUCTION, 2D & 3D ASSET PRODUCTION (CONTRACT)

Maya, PhotoShop, 3D Studio Max, etc.

Part of the Video Production Department creating advertising assets for THQ's game commercials and sales videos. Tasks included: creating 3D/2D Illustration / Animation for cut scenes and animated splash screens, post processing video footage, re-rigging and weighting characters, etc.. Some of the franchises I contributed to include: Bratz, Full Spectrum Warrior, Nicktoons, Big Mutha Truckers et. al..

3D Environments, scenes and animated objects

Animated splash screens, transitions, etc..

Video post production

- ✦ Hi and Low Poly Art and Textures
- ✦ Hi Resolution 3D Environments and Architecture
- ✦ 3D/2D Interface design

The Edenbek Corporation

2004

COMPUTER ILLUSTRATION & ANIMATION

3D/2D Illustration / Animation for web based interactive products, including games, interfaces, for product branding and other intellectual properties.

- ✦ Low Poly art and Textures
- ✦ Hi Resolution 3D Environments and Architecture
- ✦ 3D/2D Interface design

Reflexive Entertainment

2003

LOW POLY: OBJECTS, ENVIRONMENTS, TEXTURES

- ✦ Richly detailed textures for normal mapping. Created traditionally and in 3D for maximum reusability.
- ✦ Low Poly objects, structures, environment levels for both Isometric View and full First Person 3D products.

New World Computing / 3DO

1996 – 2002

SENIOR ARTIST

Contributed assets to more than 20 game products. Animated objects, intricate weapons, environments, cut scenes, landscapes, rich accent textures for high and low poly mapping, accurate tiling field textures, etc. Designed and animated 2D and 3D characters.

- ✦ Designed and created full weapons set for Might and Magic VI, which included over 90 high resolution 3D models of historically accurate weapons and armor, based on own research.
- ✦ Developed structures, created landscape and layered all objects for Heroes III expansion pack “Armageddon’s Blade.”
- ✦ Led texture design team for in-house and remote artists. Created tutorials and directed quality control for texture artists.
- ✦ Principal Artist for landscape and environments in Heroes IV, object creation and special effects.

The Dreamers Guild

1994 – 1996

ARTIST, ANIMATOR

- ✦ Created Art Assets for limited palette online and PC games
- ✦ 2D computer art including characters, objects and environments
- ✦ Principal artist for historical based online game

Santa Barbara Museum of Natural History / Zoological Gardens

SCIENTIFIC ILLUSTRATION

- ✦ Created botanical and zoological illustrations and other art assets for educational installations and related projects.

Etcetera:

- ✦ Work includes: Realistic Military illustrations (Secret Classification); Technical & Mechanical Illustration; Botanical & Zoological Illustrations for Museums, Zoos, Educational Installations; Photography and Graphics for full color printing applications.



EDUCATION

Gnomon School of Visual Effects

2004

- ✦ Z-Brush
- ✦ Maya
- ✦ Surface Modeling
- ✦ Polygon Modeling
- ✦ Texture Mapping
- ✦ Animation and Visual Effects
- ✦ Lighting and Rendering
- ✦ Character Kinematics
- ✦ Character Skinning
- ✦ Characters for Games



California State University Long Beach

- ✦ Juried Illustration program: Completed all courses for the Bachelor of Arts in Illustration

GAME CREDITS / REVIEWS

Mofactor / Amplified Games

Duckshot (*nominee for Mobile Game of the Year 2006*)

Paintball Challenge

Star Wars: Battle for the Republic

Seaward Ho!

Egg vs Chicken (*port to mobile*)

Oasis (*port to mobile*)

Golo Golf Dice (*port to mobile*)

(more products currently covered by NDA: sports, traditional board games, classic horror fantasy, et. al.)



THQ

Bratz, Full Spectrum Warrior, Nicktoons, Big Mutha Truckers et. al..

The Edenbek Corporation

My Corkboard

Disney (*covered by NDA*)

Reflexive Entertainment:

Ravenloft

3DO / New World Computing

Might & Magic IX: Writ of Fate

Heroes of Might and Magic IV: Winds of War

Heroes of Might and Magic IV

Legends of Might and Magic

Heroes Chronicles: The Final Chapters

Heroes Chronicles: Master of the Elements

Heroes Chronicles: Clash of the Dragons

Heroes Chronicles: Conquest of the Underworld

Might & Magic VIII: Day of the Destroyer

Heroes Chronicles: Warlords of the Wastelands including cover art

Heroes of Might and Magic III: The Shadow of Death

Heroes of Might and Magic III: Armageddon's Blade

Won "Add-On of the Year" for 2000 from "Computer Games Magazine"

Might & Magic VII: For Blood and Honor

Heroes of Might and Magic III

Might & Magic VI: The Mandate of Heaven (1998)

Heroes of Might and Magic II: The Price of Loyalty (1997)

Heroes of Might and Magic II: The Succession Wars (1996)

For The Dreamers Guild:

Nick of Time (Historical educational 1996)

Skulls, Bones & Buccaneers (Online multiplayer 1995)

Faery Tale Adventure II Halls of the Dead (Isometric view 1994)

