

SUMMARY

I'm a 3D Game Artist with 4+ years of experience breathing life into compelling visuals for mobile and virtual reality games, specializing in stylized models and textures. My favorite games to work on are tender, heartfelt, playful experiences that touch players' hearts and leave lasting impressions the way only games can.

SELECTED PROJECTS

Unannounced Projects (Tender Claws) – VR Games [February 2020 - present]

3d Artist on two new unannounced VR games, creating environments, props, and characters.

Translated and elaborated on concepts for certain important characters and environments. Edited and polished greyboxed levels based on scripts and existing gameplay.

Created levels and assets based on photographs of film sets, expanding upon the universe of an existing television IP.

Wrote thorough documentation to help onboard new team members, outlining important details about the project and instructions for using some of the company's custom tools and shaders.

The Under Presents: Tempest (Tender Claws) – Live Social VR Theater Experience [April - June 2020]

Crafted environments and props for *The Under Presents'* ticketed live theater experience based off of Shakespeare's *The Tempest*. Implemented edible food and "magic" items in Unity using the project's pre-existing systems.

Created a series of hat cosmetics for an update to *The Under Presents*.

Unannounced Game (Funktronic Labs) – AR Music Game developed for Magic Leap [April 2019 - Dec 2019]

Solo 3D artist creating stylized character models, rigs, and animations, as well as modular environment pieces and a library of character and environment skins. Used gradient textures for most assets.

Implemented characters in Unity with robust animation trees and worked with vertex colors for use with custom shaders.

Fujii (Funktronic Labs) – VR Magical Gardening Game developed for Oculus Quest [Sept 2018 – Mar 2019]

Translated concepts into stylized models, rigs, and animations for environments, plants, props, and characters, for every level of the game. Implemented assets in Unity and used custom tools to set-dress environments.

Helped define the game's world, emotional beats, and story. Collaborated on user experience design and conceptualizing new levels and other art assets.

Created and maintained design documentation and helped the team manage asset prioritization. Worked on marketing materials and created animation for the game's trailer.

Miller Lite AR Ad Experiences (RareFaction Interactive) – Interactive Mobile AR Ads [Dec 2018 – Mar 2019]

Solo 3D Artist for two mobile AR Miller Lite Ad experiences for St. Patrick's Day. Created optimized 3D environments, characters, and animations. Models were based closely on concept art with a cartoony target art style-- we worked with the client to ensure visuals adhered to their brand guidelines.

AR SuperChess (Well Told Entertainment) – Mobile Augmented Reality Chess Game [2017]

Created concept art and 3D models for DLC cosmetic hats, themed around wizard hats and Savannah animals.

EDUCATION

Chapman University, Dodge College of Film & Media Arts – *BFA in Digital Art & Animation* [Aug 2013 – May 2017]

Minor in Game Development. GPA 3.48/4.0. Acted as a Digital Arts Mentor through the DA Club from 2014 – 2017.