

about

skilled and enthusiastic 2D and 3D artist / talented in character and set modeling / bright, crisp style

work experience

2009-2010

Freelance, 3D Artist, San Francisco, CA

Conceptualize and create 3D / 2D artwork. Write tutorials for Cgtuts+ (cg.tutsplus.com).

disciplines Animation, character and set modeling, UVing, rigging, lighting / rendering, effects, UI

software Autodesk Maya, Adobe Photoshop, Apple Shake, Apple Motion, Final Cut Pro, Adobe Illustrator

titles Newtonize, Effectively Use Constraints to Rig Non-Spherical Eyes in Maya, How to UV a Character in Maya 2009

February 2010-April 2010

Apple Inc., 3D Artist, Cupertino, CA

Conceptualize and create 3D / 2D artwork

disciplines Modeling, UVing, rigging, lighting / rendering

software Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Proprietary

2007-2009

Apple Inc., 3D Artist, Cupertino, CA

Conceptualize and create 3D / 2D video game artwork, such as backgrounds, game pieces, game boards, characters and character animations, HUD elements, UI

disciplines Animation, character and set modeling, UVing, rigging, lighting / rendering, effects, UI

software Autodesk Maya, Adobe Photoshop, Apple Shake, Apple Motion, Final Cut Pro

titles Texas Hold'em (iPhone), Maze, Chinese Checkers, Reversi

summer 2006

Apple Inc., 3D Artist Intern, Cupertino, CA

Assist with 3D / 2D video game artwork, such as backgrounds, characters, and character animations

disciplines Animation, character and set modeling, UVing, rigging, lighting / rendering

software Autodesk Maya, Adobe Photoshop, Apple Shake

titles Texas Hold'em (iPod), Vortex

education

2003-2007

Ringling School of Art and Design, Sarasota, FL

Bachelor of Fine Arts, Computer Animation, May 2007

Best of Ringling, Spring 2006

Glass Scholarship, Spring 2006

bits and pieces

software Autodesk Maya, Apple Shake, Adobe Photoshop, Adobe Premiere Pro, Adobe Dreamweaver, Adobe Illustrator, Corel Painter, Motion, Final Cut Pro, Autodesk Mudbox, iLife/iWork, Microsoft Office

disciplines Modeling, UVs, texturing, animation, lighting/rendering, compositing, storyboarding, rigging

extracurricular Ladies Brewing Club: San Francisco Chapter, volunteer: SFMOMA, Cartoon Art Museum

favorites Toy Story, Flushed Away, Secret of Nimh, Wall-E, Spirited Away, Dark Castle, Donkey Kong Country, BioShock, Mirror's Edge, Super Mario Galaxy