

## Proficiencies & Skills

Adobe Creative Suite	Z-Brush
Filter Forge	Nuke
Autodesk Maya	PF/Track
Autodesk Mudbox	SignLab
Final Cut Pro	Pro Tools
Corel Painter	HTML

## Contact Information

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## Objective

Collaborate with industry professionals on titles that will gain popularity through quality of product. Make brave design decisions, not to “reinvent the wheel”, but simply make it work better.

## Designer at Magnolia Labs

July 2010

Designed Applications:

- "Welspun Steel Industries" Calculator
- "Brown Jordan" store app with fabric selector
- "Giggle" mobile suite
- "Mobile Medix" Tow-service App
- "LawTrack" perpetrator tracking app for policemen
- "Union Pacific" train scheduling app
- "Apixio" medication refill app
- "PMI Insurance" app suite
- "Benjamin Moore" color-pick app
- "John Deere" location app
- "KG Bags" catalog app
- "Cabelas" hunting app suite
- "Shizzlr.com" Mobile App

## Lead Artist at Vaporware Labs

March – July 2010

- Lead Art Designer on **Steve Young Football**.
- Concepted and executed all menus.
- Executed concept art for all levels.
- Maximized level production efficiency.
- Concepted, executed four unique levels
- Designed 15 obstacles and UI Icons.
- Concepted a plotline and pre-production comic.
- Created several 3D elements.
- Designed iOS game icon.
- Designed three different HUD elements.
- Designed 15 original characters.
- Created and animated 15 obstacles.
- Worked on game's viral advertisements.
- Painted enormous 6144 x 4608 poster.
- Designed the game's logos.
- Designed the look of the Game tutorial.

## Lead Designer at Octop Studios

August – December 2010

- Lead Art Designer on **House of Apocalypse**.
- Collaborated on story, invented some characters.
- Storyboarded the first episode
- Created pre-production artwork.
- Created a variety of promotional materials.
- Promoted the game at Facebook Api DevCamp.
- Conducted development meetings
- Designed 10 locations in the first episode.
- Created a visual style for the game, including the game's in-game menus that flawlessly intersect the user experience.
- Worked on game's viral advertisements.
- Designed several game logos
- Designed the in-game tutorial.