

Work Experience

Zynga Eugene

Designer

Nov 2012 – Nov 2013

Nov 2012 – Nov 2013

Lead Designer

Oct 2012 – Nov 2012

Designer

May 2012 – September 2012

FarmVille: Country Escape *iOS, Android, WP*

Art asset integration

CastleVille: Legends *iOS, Android*

Art asset integration

FrontierVille *Facebook*

Creative copy, asset conception, balance, lead team of two

FrontierVille *Facebook*

Asset creation and implementation

Buzz Monkey Software

Tech Artist / Designer

Mar 2011 – May 2012

Artist

Nov 2010 – Mar 2011

Sep 2010 – Nov 2010

Mar 2010 – Sep 2012

FrontierVille *Facebook*

Asset creation and implementation

Sparks *Facebook*

UI art and front end UI code

Tomb Raider: Trilogy *PS3*

Cleaned / uprezzed many TR: Legend and TR: Anniversary textures

Tony Hawk: Shred *Wii*

Modeled, textured, and lit environments

Photo Lab

Photo Retoucher

May 2009 – Mar 2010

Digitally restored and edited photos for local photo developer

Raven.me

3D Artist

Jan 2009 – Mar 2009

iPhorest *iOS*

Created all art assets

Shannon & Wilson

3D Artist

Oct 2008

Beverly Beach Bridge

Modeled and rendered bridge infrastructure

Skills

Software

Unity, Google Docs, Excel, Visual Studio, Maya, Softimage, 3D Studio Max, Photoshop, After Effects, Flash, Illustrator, Perforce, Git, SVN, Jira

Languages

ActionScript 3, Python, JavaScript, Processing, C#, HTML, XML, CSS

Degree, Etc

Portland Art Institute

Oct 2005 – Dec 2008

Bachelor of Fine Arts in Game Art & Design

Other Achievements

Eagle Scout