

### - Personal Profile -

The latest technology and trends, combined with an award-winning artist's talent and unstoppable enthusiasm, are at your fingertips. I am dedicated to creating the most stunning artwork and innovative products to serve your creative needs.

### Technical Skills -

- ▶ Modeled custom characters, items, and 360 degree environments using **3DStudio Max** and **Modo 501**.
- ▶ Developed 3D character illustrations and promotional artwork using **Smith Micro Poser Pro 2012**.
- ▶ Designed illustrations and created custom textures using **Genetica 6 Studio** and **Adobe Photoshop CS5**.
- ▶ Additionally, created full wrap book covers from templates, customizing the titling and layouts using **Photoshop CS5**, as well as a variety of commercially licensed 2D and 3D assets.
- ▶ Created 3D environments for stills and animations using **E-On Software Vue 11 Infinite**.
- ▶ Built fully original, customized Flash games using **Adobe Flash CS6 Professional**.
- ▶ Rendered animations, cut-scenes, and trailers to supplement artistic projects using **Adobe Premiere CS3**.

### Soft Skills –

- ▶ Ready to improve, learn new skills, learn how to use new software, and take on new challenges.
- ▶ Strives to put forth my best work in every project, every task undertaken.
- ▶ Enjoys solving puzzles, in old and new ways, and problem solving with creative tasks.
- ▶ Works well in teams and on solo projects, both, with no problem taking direction or giving it.
- ▶ Excels with balancing light, color, and composition in a wide variety of print and digital mediums.

### Education -

#### Art Institute of Pittsburgh, Online Division

**Bachelor of Science in Game Art & Design Program.**

**2007 – 2013**

Special Projects Team, 2009: *"What a Dream: What a Nightmare"* Flash Game, Game Developer's Conference

Special Projects Course, 2010: *"Where the Sidewalk Ends"* Virtual 3D Poetry

*Graduated January 19<sup>th</sup>, 2013.*

### Achievements & Publications -

- ▶ RuntimeDNA.Com "Artist of the Year" for 2012, Announced January 4<sup>th</sup>, 2013.
- ▶ "Amy: Song for a Lost Soul" "Renderosity 2011 Halloween Creative Contest: The Zombie Apocalypse" by Renderosity.Com. **Grand Prize.** <http://www.renderosity.com/halloween-contest-winners-cms-15886>
- ▶ Iron Render Challenge: Design the Cover of Poser 9 and Poser Pro 2012 by Smith Micro. One of four competitors.
- ▶ "Moonlight and Shadow" "Day Shift" "Free Fall Into the Sun" Featured on DVD included with **ImagineFX Magazine** Issue 61, October 2010, Future Publishing.  
<http://www.imaginefx.com/02287754329514662579/imaginefx-issue-61.html>
- ▶ "Bringing the Dreams of Artists to Life" Immerse Yourself in Photoshop 3D Contest, by Adobe and DAZ Productions, 2010. **First Place.** [http://www.daz3d.com/i/news/default?id=293&\\_m=d](http://www.daz3d.com/i/news/default?id=293&_m=d)
- ▶ "Stealing the Show" E-On Software Vue Character Rendering Competition, 2010. **Finalist.**
- ▶ "Learning to Speak Digitally" NVIDIA Speak Visual: Design Digital Contest, deviantArt.Com and NVIDIA, 2008. **Finalist, First Place: 3D Category.** <http://moonbeam13.deviantart.com/journal/NVIDIA-Speak-Visual-Contest-Winners-214186376>
- ▶ "Receiving the Gift of the Merfolk" Imagine 2006: Undiscovered Talent Of Fantasy. BookSurge Publishing, 2006.
- ▶ "Diplomacy with Dragons" Golden Tori Award for Bryce Excellence, **Most Humorous Picture.** Delphi Forum Golden Tori Awards, 2005. <http://www.rosemaryr.com/2005Tori/Tori6.htm>
- ▶ "Questioning the Teacher" Imagine 2005: Undiscovered Talent of Fantasy. BookSurge Publishing, 2005.
- ▶ Additional contest awards and challenge achievements from RuntimeDNA.Com, deviantArt.Com, and DAZ3D.Com. The most recent may be seen in the annotated website gallery at <http://www.worldhavens.com>.

## Relevant Work Experience -

### **Official Promotional Artist, RuntimeDNA.Com** **2012 – Present**

- ▶ Designed artwork for use in advertising and promotional materials to be posted on the website, banners, Twitter, and Facebook.
- ▶ Created official promotional images for individual vendors to use in advertisements for their products.

### **Volunteer, Artistic Critique/Assistance “Symposium” Forums, RuntimeDNA.Com** **2011 – Present**

- ▶ Provided detailed feedback and critiques regarding artwork posted to the forum.
- ▶ Suggested additional techniques to artists seeking to improve their artwork.
- ▶ Taught new techniques and wrote tutorials specific to 3D software.
- ▶ Encouraged communication between artists by providing feedback and assessment on artwork featured weekly and monthly by site administrators.

### **Book Cover Illustrator, Mundania Press** **2010 – 2013**

- ▶ Designed custom book cover illustrations tailored to the author's specifications.
- ▶ Formatted artwork and layouts to specific templates for presentation in print and e-Book format.
- ▶ Adapted artwork as necessary to fit the author and editor's creative vision.

### **Self-Employed Illustrator and Digital Content Creator** **2005 – Present**

- ▶ Designed custom 3D models and textures for sale at 3D content brokerages Renderosity.Com and RuntimeDNA.Com.
  - ▶ <http://www.runtimedna.com/Nightsong/>
- ▶ Developed custom illustrations and promotional renderings on consignment for other vendors creating 3D products.
- ▶ Illustrated customized “medieval fantasy style” portraits on consignment.

### **Simutronics Corporation, Game: DragonRealms** **1999-2004**

- ▶ **Customer Service Accomplishments. Positions: Game Host, Assistant Game Master.**
  - ▶ Successfully maintained lines of communication between client/customer base and programming staff.
  - ▶ Addressed problems where necessary and relaying relevant communiques to the development team.
  - ▶ Directed live, virtual interaction with the client base.
  - ▶ Researched and compiled forum messages.
  - ▶ Assisted in organization and prioritization of projects for the development team.
- ▶ **Developer Accomplishments. Positions: Game Designer, Lead Game Designer.**
  - ▶ Excelled in management duties including the design, development, and implementation of special events, festivals, abilities, and systems where related to music, culture, and music-based magic.
  - ▶ Held clearance to critique for quality control purposes all creative areas, advanced scripting, and magic systems in any area of the game other than specific instances requiring senior staff.

## Memberships –

### **Current Membership in the IGDA – International Game Developer's Association**

- ▶ Student Member, San Francisco Chapter