

specialties

Asset Management
Optimization
Pipelines
Shaders
Tools
VFX

skills

Languages

Python, MEL, MAXScript,
C#, Cg, HLSL, JavaScript,
Java, HTML5, C++, Unix

API

3ds Max, Maya,
Unity, Photoshop

Art Tools

3ds Max, Maya, V-Ray,
ZBrush, TopoGun,
Photoshop, FumeFX

Game Engines

Unity, Unreal, proprietary

Other Tools

Perforce, PIX, Jira,
Shotgun, Xcode,
Visual Studio, PyCharm

education

B.Sc. Computer Science

Worcester Polytechnic
Institute, 2012
Worcester, MA

3D Modeling for Games

futurepoly.com

FuturePoly, 2010
Bellevue, WA

platinum trophies

Bloodborne
Dark Souls III
Dark Souls II
Dark Souls
Demon's Souls

game titles

Rise of the Tomb Raider Xbox One, Xbox 360, PC, PS4	2015 <i>87 Metacritic, IGN's Xbox One GOTY</i>
Star Wars: Galaxy of Heroes iOS, Android	2015 <i>Top Grossing, #1 Strategy</i>
Heroes of Dragon Age iOS, Android	2013 <i>Top Grossing, #1 Strategy</i>
Fieldrunners 2 iOS, Android, Steam, PSVita	2012 <i>88 Metacritic, #1 Strategy</i>
Fieldrunners iOS DLC, Android, Steam, PSP, NDS, Chrome, Mac, Linux, Roku	2011
Autodesk Tinkerbox iOS	2011

experience

Technical Artist Crystal Dynamics	Jan. 2015 – present Redwood City, CA	<ul style="list-style-type: none">Optimized next-gen assets to run at 30 FPS/1080p on Xbox One & PS4Wrote Maya material automation tool, improving art workflows immenselyLearned and taught proprietary engine scripting API, authored tools using JavaScript and C# to augment level editor and fulfill artist requestsR&D on next-gen terrain deformation using DirectX11 geometry shadersGave presentation on future target goals for increasing artist efficiency
Technical Artist EA Capital Games / BioWare	Aug. 2013 – Jan. 2015 Sacramento, CA	<ul style="list-style-type: none">Contributed visual effects, shaders, and 3D assets for premier IP titles in UnitySupported team of 12 artists using both 3ds Max and MayaPioneered studio Technical Art infrastructure, championed performance as a critical topic across all projects, started performance review meetingsCommunicated high level art pipeline status and R&D to directors and leadsEstablished sound version control practices for art department, trained artists in Perforce usage and naming conventions, wrote P4 tools for UnityWrote light probe tool which greatly improved environment art workflows
Technical Artist Subatomic Studios	Dec. 2010 – Aug. 2013 Cambridge, MA	<ul style="list-style-type: none">Wrote and supported 3ds Max pipeline and integration tools, automating many processes and saving hundreds of artist hoursIntegrated .NET features into pipeline tools for robust file I/O and engine compatibilityLook development with V-Ray materials and lighting for highly stylized gameProduct Owner for game prototype, led team of 7 over 4-week periodAuthored particle effects and contributed 3D assets for proprietary engine