

## SPECIALTIES

Asset Management, Environments, Optimization, Pipelines, Shaders & Materials, Tools, VFX, Web Technology

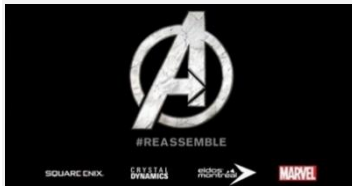
## PROJECTS



**BrushBox – A better preset manager for Adobe Photoshop | [brushbox.cc](http://brushbox.cc)**

I am the owner and sole developer of BrushBox, a commercial plugin released in December 2016. Organizes your brushes and tools using a powerful feature set never before seen in Photoshop. Used by thousands of artists worldwide and by companies such as Disney, Marvel, DC Comics, and more.

## GAME CREDITS



**Marvel Avengers Project**  
TBA



**Shadow of the Tomb Raider**  
Xbox One, PS4, PC



**Fable Fortune**  
Xbox One, PC



**Rise of the Tomb Raider**  
Xbox One, Xbox 360, PS4, PC



**Star Wars: Galaxy of Heroes**  
iOS, Android



**Heroes of Dragon Age**  
iOS, Android, Web



**Fieldrunners 2**  
iOS, Android, PC, PSVita



**Fieldrunners**  
iOS, Android, PC, Mac, Linux, Web, Roku

## EMPLOYMENT

**Senior Technical Artist** April 2017 - present  
**Mediatonic Games** London, UK  
Unity technical art. Modular PBR Cg shader library.  
Xbox One & mobile optimization.

**Technical Artist** Jan 2015 – Feb 2017  
**Crystal Dynamics** Redwood City, CA, USA  
Next-gen asset optimization for open world. Profiling on Xbox One and PS4. Maya pipeline TD. Environment shaders/materials. External dev team liaison.

**Technical Artist** Aug 2013 – Jan 2015  
**EA Capital Games / BioWare** Sacramento, CA, USA  
Unity technical art. Cg shaders. Particle effects. Live ops asset release support.

**Technical Artist** Dec 2010 – Aug 2013  
**Subatomic Studios** Cambridge, MA, USA  
3D-to-2D asset pipeline in 3ds Max. Particle effects. Outsource management. UI art & QA for Autodesk TinkerBox, an educational puzzle game for iPad.

## EDUCATION

**BSc Computer Science**  
**Worcester Polytechnic Institute, 2012**  
Worcester, MA, USA

## SKILLS

Languages	Web
Python, C#, JavaScript, Cg, GLSL, HLSL, C++, Unix, MEL, MAXScript	ES6, HTML5, Rollup, Buble, Webpack, Babel, TypeScript, Node.js/npm

API	3D
3ds Max, Maya, Unity, Photoshop	Basic modeling, texturing, UV, skinning

Art Tools	Other
3ds Max, Maya, Photoshop	Perforce, PIX, Jira

**Game Engines**  
Unity, Unreal, proprietary