

ART & TECHNICAL SKILLS

- Experience creating real-time and post-process effects within multiple engines and styles.
- Background in environment art, including modeling, sculpting and texturing, level construction and lighting.
- Strong technical skills in content creation, including destructibles, shaders, rigging and scripting.
- Quick and eager learner happy to delve into all aspects of game development.
- Software: Maya/3ds Max, Mudbox/Zbrush, Solidworks, UDK/Unity, Adobe: Photoshop/Illustrator/AE/FL/ID
- Language: Python, MELscript, Action Script, (HTML + CSS)

WORK EXPERIENCE

John M. Ward and Associates – *San Mateo, CA* 08/2011 to present

Graphic Designer | Web Administrator | Associate | Technical support | Content Management

- Develop graphic art signage for private events, video editing, and website UI structure/backbone
- Restore fragile antique images using Photoshop, and upload researched information for the website
- Maintain and administer the backend/frontend of a pre-hosted website using extensions/html/Setup/network/troubleshoot computer equipment as well as other technical support for the office

Freelance Graphic Artist – *San Bruno, CA (over 50+ projects)* 11/2005 to present

- Designed concept ideas and samples to demonstrate quality products for key company clients
- Handled a variety of art projects and expanded customer base through innovative graphics art work
- Used software like Illustrator, Flash, InDesign or Photoshop to create Interactive promotional projects

MedpaK Healthcare Technologies – *Brisbane, CA* 02/2014 to 05/2015

Industrial Designer | Project Manager

- Co-managed strategic planning, formulate products solution using web-based project management tools
- Scheduled and facilitate weekly conference meetings with the team
- Developed and 3D printed new innovative products using Maya, Solidworks and Repetier-Host
- Collaborated with Engineers and different plastic manufacturers to discuss design and improvement options

Sony Computer Entertainment of America – *Foster City, CA* 08/2013 to 12/2013

Format Quality Assurance

- Test or document bugs, confirm functionality and usability of product hardware, software and firmware
- Adhere to technical requirement checklist to Format QA's bug documentation system and standardization
- Assist the team with newly gained knowledge and frequently review SCEA's Technical Documentation

Scenic Games, LLC – *Daly City, CA* 01/2010 to 02/2011

2D-3D Artist/Game Designer

- Produced low poly 3D assets in Maya for iPhone and Facebook games
- Created 2D art and animations using Photoshop and Illustrator
- Collaborated with the team to implement concepts and provide ideas
- Managed a communicative network among the team to update I.P. Development

EDUCATION

The Art Institute of California – *San Francisco, CA* Graduated 12/2010

Bachelor of Science in Game Art & Design (Honor Roll)

RELATED EXPERIENCE

VGMarket - Quality Assurance Tester *Redwood City, CA* 03/2008 to 03/2013