

Respected Senior Character Artist
Award Winning Work
Established Reputation as a Mentor

"A cornerstone for our team..."
CG Choice Award, THQ Team Award
"Great leader and mentor."

Senior Character Artist specializing in creating high and low resolution character models for video games mobile media. Meets and exceeds deadlines. Skilled at creating assets for facial animation and expressions. Known for being effective at staying on schedule and meeting deadlines. Disciplined, steady work ethic. Equally capable in artistic and technical tasks such as implementation, optimizing, and debugging issues. Attentive and enthusiastic mentor.

- **Expert character artist, experienced animator**
- **Able to create photoreal or stylized content**
- **Specializes in human characters and faces**
- **Able to create effective marketing materials**
- **Great at mentoring new artists**
- **Effective at giving constructive peer critique**
- **Adaptable to fluid production environments**
- **Great at debugging and fixing problems**

Experience Highlights

I have led teams through many major projects. I handled character art production, establishing standards, art task assignments, implementation, optimization, debugging, scheduling, pipeline testing and design. As a leader, I strive to be exponentially more productive by helping the artists on my team become more successful in their tasks. I do this by teaching and demonstrating to them new skills, helping them solve problems and become more productive.

Job History

Lead Character Artist/Proprietor

3d Model Forge, Austin TX, 3d Characters on Console PC and Mobile platforms
October 2015 - Present

Lead/Senior 3d Graphic Artist

Cadillac Jack, Austin TX, Casino Gaming, Unity
May 2013 - February 2016

Senior Character Artist - Contract

Xbox 360, PS3, IOS, Android games
September 2012 - May 2013

Senior Character Artist (Contract)

2XL Games - IOS, Android games
January 2012 - August 2012

Senior Character Artist

THQ DSP - Xbox 360, PS3 games
January 2010 - October 2011

Lead Character Artist

THQ/Rainbow Studios, Xbox 360, PS3 games
May 2004 - January 2010 (5 years 9 months)

Education

Brigham Young University - Idaho
Web Development and Design 2014 - 2017

Brigham Young University
Design, Illustration

ITT Technical Institute
A.A.S. - CAD and Design
Academic Achievement Award

College of Eastern Utah
A.S. General Studies
Dean's List

Software Experience

3ds Max, Maya, Zbrush, Unity, Vray, Mental Ray, Substance Painter, Photoshop, AE, Illustrator, Mudbox, xNormal, 3d Coat, Crazybump, Alienbrain, Perforce, Tortise SVN, Fluent in English and Spanish

Game, App Credits

Law Breakers *PC Game* (Marketing Key Art)
Intel RealSense *Research Project* (Character Design and Model, Texture support)
Storm Goddess *Slot Game* (Character Art, Animation)
Release the Kraken *Slot Game* (Character Art, Animation)
Jade Warrior *Slot Game* (Animation)
Stallion of the Sky *Slot Game* (Character Art, Animation)
Flight of Icarus *Slot Game* (Character Art, Animation)
Fu Cat *Slot Game* (Character Art, Animation)
Golden Wins *Slot Game* (Art, Animation)
Storm Goddess *Slot Game* (Character Art, Animation)
Hammer of the Gods *Slot Game* (Environment Art)
Blast Golf *Mobile app** (Character Design, Animation, Art)
The Social Express *Mobile app* (Character Art)
MX vs ATV: Alive XBOX360 PS3 (Senior Character Artist)
MX vs ATV: Reflex XBOX360 PS3 (Lead Character Artist)
MX vs ATV: Untamed XBOX360 PS3 (Lead Character Artist)
WWE Legends XBOX360 PS3* (Lead Character Artist)
Advent Rising (Scene Lead - Modeling, Animation, Lighting, Special Effects)
Splashdown: Rides Gone Wild (Box Cover, Cinematics)
Summoner II: A Goddess Reborn (Box Cover, Cinematics)
Britney's Dance Beat (Project Lead, Character Model, Intro Cinematic, Marketing Illustrations)
ATV Offroad Fury (Animation, Illustration)
Army Men: Sarge's Heroes (credited as GlyphX Inc.)
Legacy of Kain: Soul Reaver (credited as GlyphX Inc.)
SiN (credited as GlyphX Inc.)

*unreleased title