



Objective:

I seek employment in pre-production with a focus in environments, assets, and creatures.

Software:

Photoshop – (5 years experience)

Experience:

- Hingedigital- concept artist July 2010- Sep 2010
- Cinematics-Storyboard artist April 2010- June 2010
- Liquid Development- concept artist
"Warhammer Blood Bowl" Jan 2010- Feb 2010
- "Clever Fever" Oct 2009- Dec 2009
Pre Production game project through AIPD
Art Director
Character, environment, and asset development
- Project Zero CCT, Summer 2009
-Contributing artist for collectable card game illustrations
- "Gold Rush" April 2009 – June 2009
Pre production game project through AIPD and Buzzmonkey
Assistant Art Director and lead concept artist
Environment , prop, and character design and paintings
Developed art style guide

Education:

- Art Institute of Portland
- B.A. in Media Arts and Animation

Accomplishments:

Won Grand prize in national concept art contest sponsored by EvolveCG -Jan 2010