

Software

3D	Maya Houdini Blender 3ds Max Fuse
2D + 3D	ZBrush Mudbox 3D-Coat Substance Painter
2D	Photoshop Illustrator Animate
Materials	Substance Designer Quixel Suite CrazyBump xNormal
Game Engine	Unreal Engine Unity CryEngine Fusion Engine Proprietary
Dynamics	Maya Fluids FumeFX PullDownIt PhysX Houdini
Rendering	KeyShot Marmoset Toolbag Arnold
Video	After Effects Nuke Premiere AME Mocha for After Effects
Source Control	Git Perforce
Text/IDE	PyCharm Visual Studio VS Code
Task-Tracking	Asana Shotgun Jira
Profiling	PIX RenderDoc Proprietary
Documentation	Confluence Wiki Word
Other	QT Designer UVLayout SynthEyes Excel

Skills

Art	Sketching Modeling Sculpting Retopologizing Unwrapping Texturing Animation Shading Lighting Particle Effects
Tech	Shaders Profiling Performance Optimization Art Pipeline Creation Content Management Rigging Dynamics Motion Tracking Mocap Source Control
Code	Python Qt MEL C++ C# HLSL GLSL Blueprint Batch AutoHotkey

Qualities

- Solid understanding of real-time rendering and graphics
- Experience building and maintaining efficient art pipelines
- Experience problem-solving on a daily basis and being a point of reference for artists and engineers
- Experience communicating and interfacing with artists and engineers about art pipelines, graphics features and performance
- Advanced knowledge of modeling, sculpting, texturing, shading and lighting
- Experience leading, training, scheduling, and providing support
- Familiarity with rigging, animation, and vfx pipelines
- Passion for creating immersive and engaging games

Contributions

Games

- Diablo IV (tools, shading, performance, and more)
- Drifters (tools, shading, rigging, and vfx)
- Marvel Avengers (vfx)
- Borderlands: Game of the Year Edition Remaster (shading and tool support)
- XCOM 2: War of the Chosen (lighting and vfx for in-game cinematics)
- Paladins (vfx and lighting for trailer)
- Once Upon a Puppet (character art, env art, vfx, lighting, performance, tools, and rigging)
- 3 Unannounced Titles

Movies

- War for the Planet of the Apes (tools, shading, vfx, rendering, lighting, dynamics, motion tracking, and comping for previs, postvis and finals)
- Call of the Wild (character art, rigging, tools, shading, vfx, and rendering for previs)
- Logan (tools and comping for previs)
- X-Men: Dark Phoenix (environment art for previs)
- MEG (tools, shading, and rendering support for previs)
- Downsizing (tools, shading, and rendering support for previs)
- Feral (tools, vfx, shading, lighting, and rendering for previs)
- 2 Unannounced Titles

TV

- The Orville (tools, animation, modeling, lighting, rendering, and vfx for previs)

Rides

- Star Wars: Millennium Falcon – Smugglers Run at Disneyland (tools support)
- Mass Effect: New Earth at Great America (lighting, rendering, and vfx)

Experience

Blizzard Entertainment Senior Technical Artist (Sep 2018-Present)

- Creating tools, shaders, and solutions for artists
- Interfacing with artists and engineers to improve game features and performance
- Empowering artists by providing graphics knowledge, tooling options, and general troubleshooting

Blind Squirrel Games Senior Technical Artist (Oct 2017-Sep 2018)

- Created master material networks and modified preexisting materials
- Rigged characters and weapons of diverse complexity
- Created visual effects of varying styles
- Setup animation blueprint in Unreal Engine 4 for states as well as in-engine rigging
- Created post process materials for screen space effects
- Profiled and improved performance
- Developed tools for improved animation workflow
- Provided trouble-shooting support for art team and engine-specific knowledge for engineering
- Wrote documentation for art pipelines

HALON Entertainment Lead Engine Artist (Aug 2015-Nov 2017)

- Facilitated integration of real-time technology into the render pipeline using Unreal Engine 4
- Helped to establish the art pipeline for asset creation, shot assembly, lighting, effects and rendering in Unreal, and instructed team members accordingly
- Managed project structure and optimization as pertaining to Unreal
- Created material inheritance system and templates for visual quality and efficiency
- Developed tools in the engine to aid and expedite the creative process
- Wrote internal engine manual
- Managed engine troubleshooting challenges across the company
- Created visual effects including particles, clothing, and destruction for Previs and Postvis
- Performed motion tracking of cameras and actors for Postvis
- Integrated motion capture and animation for shot creation
- Developed tools to aid, manage, and export animation as well as tools for file management

Flatter Than Earth Technical Artist (Sep 2014-Jul 2015)

- Lead character and environment creation process, including modeling, sculpting, unwrapping, and texture refinement
- Managed level assembly including prefab and material management, environment composition, lighting, minor system construction, and particle effect creation
- Handled asset and level optimization including efficient use of shaders, materials, geometry, skeletons, lighting, and LODs
- Developed tools and workflows for art creation as well as editor interaction and rig refinement

Auxiliary Experience

Vital Link Featured Panelist (July 2020)

Spoke to students from at Saddleback NEXT academy about industry opportunities and trends

Broke out into targeted session for teaching game industry technology and practices

Vital Link Featured Panelist (Mar 2020)

Spoke to educators from across Orange County CA about industry opportunities and trends

Broke out into targeted session for teaching game industry technology and practices

Vital Link Featured Panelist (Apr 2018)

Spoke to educators from across Orange County CA about industry opportunities and trends

Broke out into targeted session for teaching game industry technology and practices

Education

Academy of Art University San Francisco, CA (2009-2013)

Major: Game Development

Honors: Valedictorian Candidate, Spring Show 2012-2013, President's List 2010-2013