# **OBJECTIVE**

To create meaningful art and animation, working with a passionate team that utilizes collaboration to achieve quality results.

#### **EDUCATION**

The Art Institutes International Minnesota, Minneapolis, MN Bachelor of Science, degree in Media Arts & Animation

SEPT 2011 - DEC 2014

## **SKILLS**

<ul> <li>Design/ Animation Generalis</li> </ul>	mation Genera	Animation Gen	Design/ A	•
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- Traditional/ Digital 2D Animation
- **Puppet-Style Animation**
- **Motion Graphics**
- Storyboarding
- Sketching/Concept
- **Character Design** Illustration
- Logo/Graphic Design
- **Branding Design**
- Typography
- Concept Art

- Adobe CC Suite
  - Photoshop
  - Illustrator
- After Effects
- Element 3D
- Unity
- Microsoft Office

- 3D Animation
- 3D Modeling
- 3D Texture/Lighting
- Compositing/ Editing
- 3Ds Max
- Maya

## **EXPERIENCE**

**East Side Games, Remote** — Intermediate Artist (Freelance)

- MAR 2021 PRESENT
- Collaborating with a diverse team remotely from all over the world
- Designing a vast collection of custom clothes and hair styles for the in game avatars
- Providing teammates with constructive feedback on specifics as well as the game at large
- Working with other departments to fine tune assets in game
- Assisting in creating training and onboarding documentation for new artists

#### King Show Games, Minnetonka, MN — Lead Artist

- Oversaw and assisted two Art teams in development
- Managed several overlapping games at various stages in the process
- Created and managed teams' schedules
- Effectively communicated with all departments to ensure games success
- Often raised topics for discussion and problem solving with the Lead group

# King Show Games, Minnetonka, MN - Illustrator/Animator

- Designed graphics and animation to create exciting video slot machine games
- Established attractive brands and logos for various game themes
- Used combinations of 2D and 3D to enhance a given games' appeal
- Developed new ways to create slot machine games in Unity
- Performed complete and thorough game testing to ensure game's accuracy

AUG 2017 - JUNE 2020

JAN 2015 - AUG 2017

#### **AWARDS**

**The Orca Awareness Project** – *Animator/C0-creator* 

OCT 2014

A minute long animated short film, award winning, internationally recognized, and viral video online.

FILE Anima+, Featured at the Electronic Language International Festival in Sao Paulo, Brazil.

**JUNE 2016** 

WhaleFest, Featured at this outdoor activity show in London, England. Ran by the WCA. Minnesota Electronic Theater (MET), Finalist in this film festival in Minneapolis, MN.

FEB 2016 OCT 2015

Curator's Choice Award at Phinfest, an outdoor festival, in Dana Point, CA.

**MARCH 2015** 

Awarded 1st Place, at the Blockhead Film Festival, in Minneapolis, MN.

OCT 2014