

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

- Character Design
- Illustration
- Logo/Graphic Design
- Branding Design
- Typography
- Concept Art
- Design/ Animation Generalist
- Traditional/ Digital 2D Animation
- Puppet-Style Animation
- Motion Graphics
- Storyboarding
- Sketching/Concept
- Adobe CC Suite
 - Photoshop
 - Illustrator
 - After Effects
- Unity
- Spine (moderate)
- Procreate
- 3D Skills (moderate)
 - Modeling
 - Animation
 - Texture/Lighting
- Compositing/ Editing

EXPERIENCE**East Side Games, Remote – Senior Artist (Freelance)**

MAR 2021 – PRESENT

- Designing assets for various elements throughout the game. Including custom clothes, makeup and hair for the in game avatars. Promotional assets, event backgrounds, and additional in-game rewards, as well.
- 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
- Collaborating with a diverse team remotely from all over the world

King Show Games, Minnetonka, MN – Lead Artist

AUG 2017 – JUNE 2020

- 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

JAN 2015 – AUG 2017

- 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

AWARDS**The Orca Awareness Project – Animator/CO-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. FEB 2016
- **Minnesota Electronic Theater (MET)**, Finalist in this film festival in Minneapolis, MN. 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