

**2012-13 - VISUAL EFFECTS ARTIST**

RETRO - Donkey Kong: Tropical Freeze

Painted stylized particle sprites, building upon franchise standards.

Collaborated in developing and refining proprietary tools and FX workflow.

Debugged and optimized FX implementations, particularly in reaction to an unpredictable proprietary render engine.

Explored solutions to technical problems related to FX, such as water and sky visualization.

Contributed world geometry, props, textures and materials for levels and spotlight FX moments.

**2010-12 - SENIOR WORLD ARTIST**

ESCALATION - Rage Multiplayer, Mobile Games

Worked with idTech5 and assisted in developing an appropriate art pipeline.

Collaborated in the design of co-op and multiplayer themes and assets.

Originated and implemented vehicle-optimized competitive multiplayer world meshes, materials and detail "stamps".

Produced concept art, 3d models, materials and textures for various mobile and social games.

**2006-10 - ENVIRONMENT ART DIRECTOR**

GEARBOX - Borderlands, Aliens: Colonial Marines, Brothers In Arms: Hells Highway

Led the environment art team on both Borderlands and Aliens: I assigned tasks, supervised production and provided feedback and mentorship when needed.

Collaboratively defined the "concept-art" hand-painted art style and created practical documentation of technique and process.

Worked with Creative Director and department leads to anticipate asset production and maintain consistent styling and performance

Co-created and sustained a Visual Design department, correcting a lack of communication between Art and Level Design.

Constructed world vignettes and iterative 'template' areas to facilitate rapid level creation.

Produced environment props, modular mesh sets, textures, materials and particle FX, in addition to organizing and maintaining related engine packages.

Reviewed and integrated contributions from outsourcing; collaborated on the generation of style and 'best practice' guides for external talent.

**2001-06 - ARTIST AND LEVEL DESIGNER**

3D REALMS/APOGEE - Duke Nukem Forever

Created textures, materials, world models, prop meshes and interactive items.

Propelled art production with the creation of level vignettes, working designers to determine art requirements and fundamental themes.

Created multiplayer levels with an eye toward distinct assets, themes and hooks.

Collaborated in developing a pipe-line for pixel/vertex shaders, normal map generation and dynamic materials.

Actively participated in developing systems and toolsets for skeletal animation, material editing, bsp-patch construction, mesh painting and physics simulation.

Provided ongoing Quality Assurance for Apogee funded external projects such as Max Payne and Prey.

**OF POTENTIAL RELEVANCE**

Pertinent Experience And Skills

Two decades of creative experience with the Adobe line of products, some formerly Macromedia: Flash, Illustrator, Photoshop, After Effects, Illustrator, Dreamweaver, et. al.

Solid production skills with proprietary game engines and toolsets, including: Build, q3Radiant, Unreal Engine, idTech5, Littech (Jupiter), Maya, 3dMax, Lightwave, Mudbox & Zbrush.

Proficient with css3, html5, javascript, mediawiki and most blogging platforms, in short, the fundamental tenets of web development.

Expert knowledge of photography, film, video editing, photoprocessing and contact printing.

Desktop and digital publishing experience utilizing Quark and inDesign.

Served as chief writer and assistant editor for Velocity and Vivid magazines, authoring reviews, commentary and feature content.

Lost a tooth in Mexico once while I was drinking a beer, not slamming it mind you or jerking around like a lunatic, a piece of my tooth just sorta ... came off.

**UNIVERSITY OF SOUTH FLORIDA**

B.A. Cinematography, Fine Arts

**ST. PETERSBURG COLLEGE**

A.A., Liberal Arts, Interdisciplinary Program