

## Experience

### Freelance 3D Artist

7/2018 - Present

#### Environment Artist

- Created game-ready 3D models for use in virtual environments
- Created materials in Substance Designer, and textured models in Substance Painter for use in Unreal Engine 4
- Set dressed and lit scenes within Unreal Engine 4
- Optimized environments and assets for VR performance

### Mons Corp

9/2017 - 7/2018

#### Lead Game Designer

- Collaborated with a team of 8 to create a video game, taking it from concept through to post-production
- Designed and implemented systems within Unreal Engine 4

### SCAD Gamer's Guild

9/2017 - 6/2018

#### President

- Oversaw Gamer's Guild activities
- Delivered regular announcements and ran meetings
- Promoted Gamer's Guild and recruited new members at events such as SCAD Fall Fest
- Ran tabletop RPGs for Gamer's Guild members

### Global Game Jam

2/2017 & 1/2018

#### Programmer / Technical Artist

- Collaborated with a team of 10 to create a video game within a time frame of 48 hours
- Designed and scripted systems in line with the Lead Designer's overarching concept
- Awarded Honorable Mention at Savannah Game Jam 2017
- Awarded Best of Show at The Guild Hall's GeekEnd Pitch Circus

## Education

### Savannah College of Art and Design

9/2014 - 6/2018

BFA Interactive Design and Game Development

Summa Cum Laude (GPA: 4.0/4.0)

## Software Proficiencies

Maya	Unreal Engine 4	Git
3ds Max	Unity	Perforce
Substance Designer	ZBrush	Adobe Photoshop
Substance Painter	TopoGun	Adobe Illustrator
Quixel Suite	Headus UVLayout	Adobe InDesign

## Skills

3D Modeling  
PBR Workflow  
Real-Time Rendering  
Texture Creation  
Procedural Materials  
UV Mapping  
Environment Design  
Visual Scripting  
Agile Project Management

## Honors/Awards

SCAD Academic Honors  
Scholarship  
9/2014 - 6/2018  
SCAD Achievement Honors  
Scholarship  
9/2014 - 6/2018  
Zell Miller Scholarship  
9/2014 - 6/2018  
Georgia Certificate of Merit  
7/2014

