



City: LOS ANGELES, CA
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ABOUT ME

I am a character and creature artist with experience in concept design. I have always had a passion for character creation and the stories that they tell. With skills in 2D and 3D, I am ready for the next step in my role as a visual storyteller.

EXPERIENCE

Logan TV

2020 - Present

3D Modeler

- Interpret 2D concepts and images into 3D assets
- Contribute to the designing of concepts
- Clean, retopologize, and detail 3D scans into workable geometry
- Modeled characters, props, architecture, and any other 3D asset
- Recreate real sculptures inside of Zbrush

Digital Iris

2016

Environment Concept Artist

- Created sci-fi environment concepts for mobile games
- Cooperated with different teams to finish large projects

Everfire Game Development Studios

2013-2014

Illustrator & Character Concept Artist

- Illustrated character card art for fantasy card games
- Created concepts for fantasy characters

EDUCATION

Gnomon School of Visual Effects & Animation

2016 - 2019

Bachelor of Fine Arts - 3D Generalist

Milwaukee Area Technical College

2011 - 2015

Area of Study: Liberal Arts & Sciences

SKILLS & PROGRAMS

Zbrush • Maya • Substance Painter • Mari • Photoshop • Nuke • Vray • Arnold

AWARDS

The Rookies

2020

Monster Challenge: Frankenstein's Monster

Award: Highly Commended

Scholastic Art Awards - Gold Key

2010

Category: Drawing

Scholastic Art Awards - Gold Key

2009

Category: Drawing

INTERESTS & HOBBIES

Watch Movies
Play Video Games
Figure Collecting
Trading Card Games
Sculpting
Fishing

REFERENCES

Available upon request