

Objective

To use my skills in environment and game design to make new fun and enjoyable games.

Experience

- Sept.2013 -Present Graphic Design Temp at Holliday Fenoglio Fowler LP (HFF):
- Creating graphics, logos, books and presentations
- 2013 Environment Artist for "Chime"
- Modeled and textured 3D assets
- 2013 Producer for 2D animated student films:
Films: "Danza De Los Muertos" and "Monster Match"
- Recruitment and Management of a team of 40+
- 2012 Nickelodeon Games Group
Petpet Park Game Design Intern
Glendale, CA
- Quest management, Researching and development of gameplay
 - Organized item inventory of over 10,000 items
- 2011 Global Game Jam:
- Producer, level designer, programmer, and art assets
 - Completed a game in under 48 hours

Education

- June 2013 SCAD Savannah, GA
BFA, Cum Laude in Interactive Game Design
- 4-6 2011 Study Abroad: Intense study of the Hong Kong/China Region
SCAD Hong Kong

Professional Skills

Knowledgeable with both Mac and PC,
Maya 2013, 3DS Max, V ray, UDK engine, Microsoft Visual Studios, C++, Actionscript 3
Photoshop CS6, Illustrator CS6, Dreamweaver CS6, After Effects CS6, Flash CS6,
Microsoft Word, Excel, and PowerPoint

Honors and Awards

- 2013 "Chime" Best 3D Game at Entelechy
2013 Nominated for Collaboration Award as Producer of "Danza De Los Muertos"
2011 1st place SCAD Global Game Jam
2009-2013 Academic Honors Scholarship
2009-2013 Dean's List