

Skills

Software

- o Adobe Photoshop
- o Adobe After Effects
- o Adobe Illustrator
- o Unity
- o Autodesk 3ds Max

Creative

- o 3D Animation
- o Illustration
- o Concept Art
- o Character Design
- o Game Design

Education

The Art Institutes International Minnesota
Bachelor of Science in Media Arts and Animation

winter 2012

- o Dean's List honor roll

Experience

Animator/Illustrator Lead *King Show Games* May 2016 - present

- o Provides project management, art critique, and general guidance for a team of artists
- o Oversees team interaction with other departments, ensuring efficient game schedules and production
- o Trains new associates that are added to group into the role of Game Artist
- o Participates and provides input in the creation of department standards

Game Artist *King Show Games* February 2013 - May 2016

- o Develop concepts and storyboards for original slot games
- o Work in a team to create animations, graphics, and various other assets for game creation
- o Assemble documentation outlining the use and desired in-game behavior of art content
- o Format and assemble content in Unity for further engineering

Artist (Freelance) *Hook Studios LLC* August 2014

- o Created concept sketches for Youtube video project

Artist (Freelance) *Lat 14* May 2020 - June 2020

- o Storyboarded and created 2D animation for use on restaurant website

Intern *Hybrid Medical Animation* October 2012 - December 2012

- o Created concept art and animation for use in commercial medical media
- o Expanded drawing and illustration skills

Extracirricular

- o Unicorn Art Show participant 2017, 2018, 2019, 2022, 2023
- o Monster Art Show participant 2017, 2019, 2023
- o Button Mashers Art Show participant 2023
- o Light Grey Art Lab- Pandora's Box Exhibition 2021
- o Convergence Art Show participant 2016, 2017, 2018, 2019
- o Byte restaurant- Dinosaur Art Show participant 2017