

EXPERIENCE

MOTIGA

motiga.net

JULY 2012 – PRESENT

GIGANTIC

LEAD CHARACTER ARTIST

- > Character creation (Sculpting, high/low res 3D modeling, texturing and skinning, shader authoring)
- > Research, look development and implementation of Gigantic's shading style
- > Manage team of 6 internal artists, fostering a flat hierarchy and increasing communication between individual contributors
- > Source, budget and manage outsourcing efforts, provided detailed feedback to maintain high quality
- > Work with cross discipline teams to develop new characters from design to completion
- > Prototype and guide tool development to increase efficiency for both 3D Modelers and Animators

FUTUREPOLY

futurepoly.com

JAN 2010 - PRESENT

INSTRUCTOR

- > Production pipeline (Sculpting, Modeling, Rendering, Texturing, Materials creation)
- > ZBrush, 3DS Max, Topogun, Photoshop
- > 1:1s, video walk-throughs, classes

ARENANET

arena.net

MAY 2008 – JULY 2012

GUILD WARS 2

CHARACTER ARTIST

- > Character creation (Sculpting, modeling, texturing and skinning)
- > Spell and monster FX in proprietary toolset
- > Prototyped shaders
- > Production pipeline training (1:1s, video walk-throughs, classes)
- > Ate the Skittles. All of them. Even the green ones

ROCKSTAR NEW ENGLAND

rockstarnewengland.com

AUG 2005 - MAY 2008

EMPIRE EARTH 3

BULLY SCHOLARSHIP EDITION

MAXPAYNE 3

CHARACTER ARTIST

- > Character creation (Sculpting, modeling, texturing and skinning)
- > Worked with character artists to maintain consistent style
- > Prototyped normal-mapped character pipeline
- > Trained other artists in Zbrush, Mudbox, rigging and general Max concepts
- > Tracked and scheduled work for LODs, Icons and single player art
- > Tracked and critiqued outsourced art

TURBINE IN.

turbine.com

SEP 2004 – AUG 2005

D&D ONLINE

LORD OF THE RINGS ONLINE

PRODUCTION ARTIST

- > Character creation (modeling and texturing)
- > Particle effects (textures and mesh effects)
- > Environments (modeling and texturing)
- > Outsourcing integration

S2 GAMES

s2games.com

JAN 2004 – 2007

CONTRACT ARTIST

- > Character creation (sculpting, modeling, texturing and skinning)
- > Environments (sculpting, modeling and texturing)

PROFILE

Lead character artist working in both high and low resolution pipelines.

Capable of delivering high quality work on time in a fast-paced environment

A pretty swell guy who just wants to create the best experiences possible

SOFTWARE

ZBrush, Mudbox, 3DS Max, Maya, Topogun, Photoshop, Painter, Bodypaint and most of the rest of them