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Profile	An artist and designer who strives to use his passion for the game industry to be an active contributor to a team. By using his creativity, knowledge, abilities, skills and personal characteristics to produce the highest quality art for the success of a game studio.
Qualifications	<p>2XL Games, Inc., www.2xlgames.com Phoenix, Arizona Artist, January 2007 – Present</p> <ul style="list-style-type: none">• Baja, Edge of Control (Xbox 360 and PS3)<ul style="list-style-type: none">- Responsible for World Object Creation, Modeling / Texturing / Collision Setup- Created Vehicle Art, Modeling / Texturing / Technical Setup- Outsource Model Preparation, Cleanup / Optimization- Responsible for Trackside Objects, Modeling / Texturing / Physics Setup / Placement- Working Knowledge of Next-gen HLSL Pipeline- Involved with Real World R&D- Team and Personal Scheduling & Time Management <p>The Art Institutes, www.shankethegame.com Phoenix, Arizona Artist, March 2007 – June 2007</p> <ul style="list-style-type: none">• Shanke (PC)<ul style="list-style-type: none">- Responsible for Character Modeling- World Creation, Modeling / Texturing- UI Design- Created Website & Promotional Displays- Shanké is used to promote The Art Institutes at events such as SIGGRAPH, Comic-Con, and Game Developers Conference <p>The Art Institute of Phoenix Phoenix, Arizona Student Affairs / Career Services Design Coordinator, September 2004 – February 2006</p> <ul style="list-style-type: none">• Designed internal and external marketing materials including brochures, posters, fliers, logos, and invitations• Coordinated planning, setup, and execution of student development activities• Served as Student Resident Advisor for housing program, plan activities, execute and provide wellness checks <p>Freelance Graphic Artist, September 2004 – December 2006</p> <ul style="list-style-type: none">• Developed and design graphic elements for the American Medical Association medical software applications, Chicago, Illinois• Developed logos for the Town of Brookhaven, New York• Created Athletic Logo for the Longwood School District, New York
Education	The Art Institute of Phoenix, Phoenix, Arizona <i>Bachelor of Arts in Game Art & Design</i> , September 2007
Software Knowledge	3DS Max, Maya, Cinema 4d, Photoshop, Illustrator, Mudbox, After Effects, Flash, Dreamweaver, Mudbox, Unreal Ed., Microsoft Office
Affiliations	Game Developers Conference 2005, 2006 & 2007 <ul style="list-style-type: none">• Conference Associate, 2006 IGDA – International Game Developer’s Association, Phoenix Chapter SGDA – Student Game Developer’s Association (Student Organization)

Presidents Club - The Art Institute of Phoenix

Achievements Eagle Scout - Boy Scouts of America
Student Choice Best Portfolio Fall Graduation 2007
Deans List and Honor Roll
Student Success & Leadership Award 2005 & 2006
Leadership as an Art Award

References

- Available upon request