

- 2003 – 2009** **Shapely Shadow, Inc.** **Los Angeles, CA**
Consultant / 3D Digital Artist
- Create 3D mannequin models that meet specific shape and measurements needed in the garment industry for producing reliable symmetrical dress forms.
- 2002 – 2009** **Thunderhorn Gameworks** **Burbank, CA**
Consultant / 3D Digital Artist
- Art direction and pre-production art for “Redball 6” and “The Goon”.
 - Created an E3 PS2 game demo for “Foolish Gold”.
- 2003 – 2006** **RBB Architecture, Inc.** **Los Angeles, CA**
Consultant
- Provide technical support on creating architectural renderings and visualizations.
- February 2006 – May 2006** **Naked Sky Entertainment** **Los Angeles, CA**
3D Freelance Artist
- VFX, lighting, and 3D modeling for an Xbox 360 online arcade game “Robo Blitz”.
- April 2002 – October 2005** **Art Institute of California** **Santa Monica, CA**
Full-time Instructor
- Instruct students on game art production techniques and pipeline.
- May 2002** **Digital Dimension** **Burbank, CA**
3D Freelance Artist
- Environment models for “Snow Cross 2002” a Playstation 2 in game cinematic.
- 1998 – 2002** **Tremor Entertainment, Inc.** **Burbank, CA**
Co-Founder / Art Director
- Managed production pipeline, project scheduling, hiring and training staff, company marketing materials, and quality assurance of all art assets.
 - **Console:** Railroad Tycoon II, Sega Swirl, Kiss Psycho Circus - (Dreamcast) | Railroad Tycoon II (Playstation Port) - Modeling, lighting, and special effects.
 - **Publication:** Rig/pose 3D character for a 3-part Wildstorm Productions’ Superman comic.
- 1996 – 1998** **Gigawatt Studios** **Hollywood, CA**
3D Modeler / Animator
- **Main Attraction:** Mighty Ducks Pinball Slam (Disney Quest main attraction ride in Disney World Orlando, Florida) – All digital art creation and animations.
 - **Console:** Men in Black, Pinky and the Brain (PC Games) – Environmental modeling, texturing, animation, and special effects.
- 1995 – 1996** **3fx** **Conshohocken, PA**
3D Modeler / Animator
- 3D instructional medical videos for the video broadcast industry.

EDUCATION

- 1992 – 1995** **William Patterson University** **Patterson, NJ**
- B.F.A., Computer Animation & M.A., Computer Animation
- 1991 – 1992** **Bucks County Community College** **Bucks County, PA**
- A.S., Computer Animation.

SOFTWARE

- 3D – 3dsMax, Maya, Zbrush, Topogun, 3D Coat, Mudbox, Headus UVlayout, Quixel Suite, Substance, Marmoset Toolbag
- Game Engine – Unreal Engine 4
- Motion Capture – MVN Studio, Motion Builder
- 2D & Web – Photoshop, Illustrator, Dreamweaver
- Compositing/Editing – After Effects, Discreet Combustion, Matchmover