

## PROFILE

3D Artist based in Los Angeles, California. Focused on technical art for games, seeking ways to bring together assets and logic for inventive, exciting gameplay.

## SKILLS

### GAMEPLAY PROGRAMMING

Experienced in bringing gameplay from concept to functional in game engines

### 3D ENVIRONMENT & PROP ART

Proficient in creating 3D assets, hard surface and organic, ready for games.

### REAL-TIME SHADERS

Knowledgeable in the creation of game ready shaders from simple to complex, with extensive customization for artists.

### LEVEL DESIGN

Able to create engaging, expansive levels for players to explore in-game.

## EDUCATION

### GNOMON SCHOOL OF VFX, GAMES & ANIMATION

Los Angeles, CA

*BFA In Digital Production (Games)*  
2019-2022

## WORK EXPERIENCE

### FINE BROTHERS ENTERTAINMENT

Burbank, CA

*Reactor (Cast)*  
2019-2020

## SOFTWARE

Unreal Engine 4/5  
Autodesk Maya  
Blender  
Substance Designer  
Substance Painter  
Adobe Photoshop  
Adobe After Effects  
Houdini  
Gaea  
zBrush  
SpeedTree

## ACHIEVEMENTS

### BEST OF TERM

Gnomon

Won Best of Term Winter of 2022 in the category of 'Games - Development'

### BEST OF TERM

Gnomon

Won Best of Term Fall of 2022 in the category of 'Games - Gameplay'

### ALUMNI PANEL

Gnomon

Invited back to Gnomon in March 2023 to give a talk about my work.

