

Objective

To utilize technical skills and artistic vision as an Environment Artist in the video games industry.

Education

3D Modeling for Animation and Games Diploma

2007-2009

Art Institute of Vancouver, Burnaby, BC

Skills

- Able to effectively work individually or in a team
- Strong problem-solving skills
- Able to give and receive constructive criticism
- Creative; able to follow and contribute to an artistic vision

Software

- Maya – Modeling, UV Mapping, Lighting and Rendering, 3D Effects
- Zbrush – Sculpting, Normal Mapping, Displacement Mapping, Cavity Mapping, Texturing
- Photoshop – Texturing, Matte Painting
- After Effects – 3D Compositing
- Premiere – Editing
- Microsoft Office – Word, Excel, PowerPoint

Work Experience

Environment Modeler

January - June 2009

Short Animated Film – Student Production, Burnaby, BC

- Created a 3D environment while contributing to the artistic vision
- Developed a pipeline for rendering and taught production team the rig functions, which resulted in a completed project

Water Bottler

July - September 2007

Culligan, Grande Prairie, AB

- Developed an efficient method for filling and stacking up to a thousand large bottles of water a day.
- Filled the delivery truck with all the stacked bottles and maintaining a surplus of bottles at the plant, ensuring a smooth delivery process.

Warehouse Personnel

2006-2007

Meridian Specialties, Grande Prairie, AB

- Worked in a team to rearrange the entire warehouse in two months, increasing the company's efficiency and organization.
- Completed unfinished tasks after-hours, resulting in several jobs completed ahead of schedule.

References available upon request.