

## PROFILE

I am an artist with over fifteen years of game development experience that can provide a creative and practical approach to art outsourcing, project management and team leadership.

## PROFESSIONAL EXPERIENCE

**Naughty Dog Inc.**, Santa Monica, CA

**Environment Artist** October 2012 – Present

- Oversee production of all outsourced prop, level and character art
- Create asset packages detailing technical requirements and goals for outsourced art
- Provide daily feedback and art direction to up to ten external studios by creating paintovers, concept sketches, call outs and providing reference photos
- Coordinate distribution of incoming assets with Art Director and internal art groups
- Streamlined communication between internal art team and external vendors by implementing outsource feedback in proprietary project tracking software
- Created 3d and 2d art asset catalog systems to facilitate asset sharing across projects and oversee their updates
- Collaborated with co-President to develop tools allowing artists to search art asset catalog and game databases
- Integrate final assets in game engine
- Set dress game levels and cinematic sets
- **Credits:** *Uncharted 4: The Lost Legacy (Sony) – PS4, Uncharted 4 (Sony) – PS4, The Last of US: Left Behind (Sony) - PS3, The Last of Us (Sony) – PS3*

**Spark Unlimited Inc.**, Sherman Oaks, CA

**Lead Multiplayer Artist** January 2012 – September 2012

- Oversaw art production of all multiplayer levels using external vendor and internal artists
- Maintained visual quality of all art assets created for multiplayer
- Set dressed and lit game levels
- Optimized levels ensuring memory and frame rate efficiency
- Modeled and textured 3d art assets
- **Credits:** *Lost Planet 3 (Capcom) – Xbox 360/PS3/PC*

**Spin Master Studios**, Los Angeles, CA

**Director of Creative Services** February 2011 – December 2011

- Collaborated with producers and marketing brand managers to develop user experience concepts of websites
- Developed visual characteristics of each concept and defined them using visual style guides
- Coordinated production with department heads and ensured timely production of websites and art assets
- Conducted weekly meetings with art team and web developers to facilitate workflow
- Managed career development of art and web development teams
- Conceptualized interactive components of toy products
- **Credits:** *Bakugan.com, Stratego.com, DoctorDreadful.com, AppMatesToys.com, Zoobles.com, SpinMasterGames.com, Redakai.com*

**Art Director** July 2008 – February 2011

- Developed and defined overall look of multiple game projects
- Maintained visual quality of all art assets for internally and externally developed projects
- Worked closely with brand managers, designers and animation studio heads to ensure the look and feel of the game were consistent with toys and animated series
- Supervised external production of outsourced assets
- Developed task tracking system that was implemented studio wide
- Conceptualized and designed intellectual properties
- **Credits:** *Bakugan Dimensions – Casual MMO/PC, Tech Deck Live – Casual MMO/PC*

**Spark Unlimited Inc.,** Sherman Oaks, CA

**Senior Environment Artist** September 2006 – February 2008

- Managed art production of all multiplayer levels
- Set dressed and lit game levels
- Modeled and textured 3d art assets
- Conceptualized and designed intellectual properties
- **Credits:** *Turning Point: Fall of Liberty (Codemasters) – Xbox 360/PS3/PC*

**Climax Group,** Los Angeles, CA

**Lead Artist** July 2005 – September 2006

- Oversaw scheduling and timely production of all art assets
- Developed and documented art pipelines
- Coordinated production with department heads as projects were developed
- Maintained visual quality of all art assets
- Developed and conducted training programs for art team
- Conceptualized and designed intellectual properties
- **Credits:** *Silent Hill:Origins (Konami) – PSP, Steel Horizon (Konami) – PSP*

**Novalogic Inc.,** Calabasas, CA

**Senior Artist** July 2003 - June 2005

- Coordinated production of art assets with Art Director
- Modeled and textured 3d art assets
- Provided feedback to external vendors
- **Credits:** *Joint Operations: Typhoon Rising – PC, Joint Operations: Escalation – PC, Black Hawk Down: Team Sabre – PC, Delta Force Extreme – PC, Black Hawk Down - PS2*

**Studio Mythos,** Torrance, CA

**Art Director** November 2000 – June 2003

- Oversaw scheduling and timely production of all art projects
- Coordinated with outside producers and department heads as projects were developed
- Maintained visual quality of all art assets
- Developed and conducted training programs for art team
- Conceptualized and designed intellectual properties
- Modeled and textured 3d art assets
- **Credits:** *Command and Conquer: Generals (EA) – PC, Dogz (Ubisoft), Star Wars: Clone Wars (Lucas Arts) – GC/PS2, Medal of Honor: Frontline (EA) - PS2*

**Freelance Comic Book Penciler,** Los Angeles, CA

July 1994 – November 2000

- Designed and illustrated comic books
- **Credits:** *Tomb Raider (Image: Top Cow Productions), The Darkness (Image: Top Cow Productions), JLA (DC), Kid Flash (DC), X-Man (Marvel), Venom: Finale (Marvel)*

**SKILLS**

Strong foundation in traditional rendering, digital rendering, digital 3d modeling, conceptual developing, storyboarding, extensive experience in team leadership and management using waterfall and agile project development methods

Maya, 3ds Max, ZBrush, Mudbox, Substance Designer, Photoshop, Painter, Illustrator, UDK, Visual Sourcesafe, Perforce, Hansoft, Microsoft Office Suite, Windows OS, Mac OS

**EDUCATION**

**Platt College,** Newport Beach, CA

Diploma, Graphic Design

Graduated June 1995

ScrumMaster Certification

November 2010