

**OBJECTIVE** To supply a company with motivating concepts that will easily define the look of the title, while improving my overall skill set.

### EDUCATION

- 2005 – 2007 School of Communication Arts, Raleigh NC  
A.A. in 3D Animation  
Course Work: Character Modeling, UV Layout, Lighting, Post Production, Character Development, Self Promotion, and Drawing
- 2001 – 2004 Marine Corps Institute, Washington DC  
Completed book based courses on Fundamentals of Marine Corps Leadership, Math, Spelling and Principles for a Non-Commissioned Officer.

### EXPERIENCE

- 05/10 - 10/10 Vizuron Entertainment, LLC Raleigh, NC  
Concept Artist  
■ In charge of concepting environment, ship, and props for a major Sci-Fi series design document.
- 02/09 - 05/10 Fallen Earth, LLC Cary NC  
Lead Concept Artist  
■ Supervised two concept artists' workflow.  
■ Created concept art for released and unreleased material.  
■ Produced product design ideas for original *Fallen Earth* and *Fallen Earth: Blood Sports* box art.  
■ Assisted with one- and two-page print advertising assets.
- 04/07 - 02/09 Fallen Earth, LLC Cary NC  
Concept Artist  
■ Created new environments, props and character concepts along side the art director and designers.  
■ Produced User Interface elements including Clan Manager and World Map imagery.
- 10/07 - 04/08 Fallen Earth, LLC Cary NC  
World Builder Internship  
■ Designed and implemented key areas of the *Fallen Earth* world by working with designers and the art director.
- 08/07 - 08/07 ACM SIGGRAPH Convention, San Diego CA  
Team Leader  
■ Supervised Student Volunteers in the Readiness Room and Electronic Theater  
■ In charge of managing a team of five to twenty-five persons
- 09/06 - 03/07 School of Communication Arts, Raleigh NC  
Teaching Assistant  
■ Assisted the instructor in Character Development and Visual Construction courses by mentoring students with maquette sculpting and life drawing techniques.
- 08/06 - 08/06 ACM SIGGRAPH Convention, Boston MA  
Student Volunteer  
■ Checked badges and I D's at Various location points throughout convention center.
- 06/06 - 06/06 Blue Cross Blue Shield, Raleigh NC  
Freelance Illustrator  
■ Worked for an SCA alumni creating four portraits for a United Way campaign.
- 06/01 - 06/05 Motor Transport/ U.S. Marine Corps, Jacksonville NC  
Basic Operator/ Supervisor  
■ Secured multi-million job site at the end of each day.  
■ Spent final year in dispatching organizing run rosters and job site workflow.  
■ Supervisor to a six man fire-team.

**SKILLS** ■ Traditional media, sculpture and design.  
■ Understanding of form, anatomy, story telling, color theory and perspective.  
■ Experience in print and design documents.

**SOFTWARE** ■ Alias Maya 7.0                      ■ Adobe After Effects 6.5                      ■ Zbrush 2  
■ Adobe Photoshop CS2                      ■ Macromedia DreamWeaver 8                      ■ Mudbox 1.0  
■ Adobe Illustrator                      ■ Macromedia Flash 8                      ■ 3ds Max 8  
■ Corel Painter X                      ■ Microsoft Visual SourceSafe

Proficient on PC and Mac platforms

### AWARDS

National Technical Honor Society	2006
Navy-Marine Corps Achievement Medal/USMC for attention to detail	2005
Good Conduct Medal/USMC for good conduct for three years	2004
Certificate of Commendation/USMC for outstanding duties at work site	2004
Featured in Marines Magazine/USMC for wall murals painted at work site	2004

\*References available upon request