

## Education

Bachelor of Fine Arts  
Major: Visual Effects  
Minor: Game Development  
Savannah College of Art and Design  
Graduation Date - June 2007

## Skills

Visual Effects	Game Design
Final Cut Pro	Unreal Editor
After Effects	Deep Paint
Renderman	3DS Max
Houdini	Z-Brush
Shake	Fraps
Maya	Flash

## General

Dreamweaver	Corel Painter
Photoshop	Sketch-Up
Illustrator	Premiere
Windows	Encore
Mac OS	
Linux	

## Achievements

Deans List - Summer 2006  
- Spring 2007

Featured in the McLanahan and  
Sheetz Art Gallery  
(Penn State 2003)

## Objective

Well rounded and motivated visual effects and game design artist with innovative ideas, looking to create high quality 3D assets for the game and film industries.

## Experience

### **Fox/ABC News**

[July 2007 - October 2007]

Created, edited and controlled graphic elements for both morning and prime-time live newscasts. Worked within tight deadlines and fast paced decision making. Operated mounted cameras that required quick movements and adjustments between shots.

### **Outsourcing Contractor - Electronic Arts**

[January 2007 - March 2007]

Created accurate models of architectural structures from photographs within given verticie limitations, unwrapped and laid out UV maps and baked occlusion maps for Tiger Woods 2008. Updated and created textures for NASCAR 2008 to fit the current specifications. Developed a file structure and naming convention system for both projects.

### **Hollywood Video**

[April 2005 - August 2006]

Responsible for keeping large inventories of films organized and updated. Handled large sums of cash on a daily basis. Exposed to a wide variety of films. Provided quality customer service both over the phone and in person.

### **Voice Acting**

[May 2006 and April 2007]

Voice work for two of Tim Farrell's multi-award winning short animations "Dinosaurs in the Bible" and "WTF!?" ([www.deadmonkeycomics.com](http://www.deadmonkeycomics.com)).