

TITLES

WARHAMMER
SPACE MARINE

STAR WARS
THE
OLD REPUBLIC



WORK EXPERIENCE



Ubisoft - Senior Level Artist

2012 - Present

Watch_Dogs - PS4 / Xbox One

- Designed massive areas of a highly detailed version of Chicago.
- Populated the world using multiple architectural design styles.
- Created quick paintovers to help direct composition and maintain a realistic approach to design and art.

Relic Entertainment - Senior Environment Artist

2011 - 2012

Warhammer 40k Dark Millennium Online – PC

- Created modular sets to be used in gigantic futuristic dungeons.
- Generated textures from high-poly source mesh.
- Lit multiple environments, highlighting areas of interest as well as creating a sci-fi / horror atmosphere.

Space Marine – PS3 / XBOX / PC

- Set-dressed immense fantasy style environments with both created / pre-existing next-gen props.
- Learned how to use THQ's internal engine (Darksiders engine).
- Created paint-overs of each of my levels to help direct the style, composition, and lighting.
- Contributed to the lighting of multiple environments.
- Placed effects in key areas of interest to help direct the player and add movement to the environment.

Electronic Arts - Environment Artist / Track Designer

2011 - 2011

SSX – PS3 / XBOX

- Designed track game-play for various runs in the game.
- Populated giant mountains with props.
- Created models / textures for various props and buildings.

Next Level Games - Senior Environment Artist

2010 - 2011

Luigi's Mansion 2 – 3ds

- Assisted in the creation of the environment art pipeline.
- Created 3d foliage models and textures.
- Worked with design to create interesting ideas for level settings, game-play, and art.
- Brainstormed different ways to integrate the new 3d tech into gameplay and art using the 3ds.

Ghost Recon – Future Soldier – Wii

- Created 3d assets and textures from scratch.
- Used existing 3d assets to set-design levels according to composition and game-play.

Big Sandwich Games - Environment Artist

2008 - 2010

Socom: Confrontation – PS3

- Created high-quality environment models such as foliage, props, and terrain.

Star Wars: The Old Republic - PC

- Generated dozens of unique buildings, props, terrain, and textures.
- Utilized a completely unique painterly art style for all textures and models.
- Adhered to the many limitations that come with working on an MMO.
- Employed a modular system for most environment models, increasing re-use of assets.

Piranha Games - Lead Environment Artist

2006 - 2008

Need For Speed Undercover – PSP

- Created dozens of buildings and in-game art assets.
- Maintained quality control on all art assets.
- Managed and coordinated 7 artists.
- Preserved the artistic vision of the next-gen versions of the game.