

## objective

To obtain a junior artist position for a game art team as a prop modeler, character modeler, texture artist or concept artist.

## game experience

Member of the art team of "Junk Racers" - a student made game showcased in the 2008 Game Developers Conference in San Francisco.

- recorded and organized ideas for the art style
- environment concept artist (pieces used for in game loading screens, hand painted skybox)
- 3D prop artist
- graphic designer (designed game casing, manual, promotional posters)
- compiled and printed the game's Art Bible.

## education

### Art Institute of Vancouver - Burnaby

#### Graduated with a certificate in Game Art and Design

June 2006 - March 2008

- recipient of the merit award scholarship 4 semesters in a row
- prop modeling
- UVing
- organic modeling
- texturing

### BCIT & Emily Carr Institute of Art and Design (joint program)

#### Graduated with a management certificate in Graphic Design

October 2004 - January 2006

- typography
- digital illustration
- designing for print
- layout
- photomanipulation

## work experience

### Innovative Innovations Incorporated

In-House Graphic Designer

- designed CD interface
- animated GIFs
- ID cards
- print ads

### Evergreen Cultural Centre

Project Manager for "Emerging Talent IX" event

- organized original artwork submissions
- designed promotional posters and postcards

## tech. knowledge

**Autodesk Maya 8.0 + 8.5** (modeling, UVing, lighting and rendering)

**Adobe Photoshop CS1 - CS3** (texturing, digital painting, photomanipulation)

**Adobe Illustrator CS1 - CS3** (vector illustration for logo, business card and poster designs)

**Adobe InDesign CS1 - CS3** (editorial layout for design documents, game manuals)

**Z Brush** (basic knowledge for simple normal map creation)

## skills

- life and still-life drawing
- texturing skills
- strong eye for layout
- typography
- digital painting (Photoshop)
- understands poly-efficiency, function and form of meshes
- strong understanding in colour theory
- brand identity (branding)