

I am a 3D Artist/Graphic Designer with nine years of professional experience in high resolution 3D modeling. Over the past ten years, I have accumulated intermediate experience in skills such as Game Design, 3D Game Asset Creation, Team/Project Management, QA Testing, Public Relations & Customer Service. I have worked in many professional pipelines from beginning to end and have also dabbled in Traditional Arts and Visual Effects.

Software Knowledge

❖ Lightwave	❖ InDesign	❖ Unity Pro	❖ Nuke	❖ P4V(Perforce)	❖ Word	❖ Discord
❖ Modo	❖ After Effects	❖ Unreal 4	❖ Mudbox	❖ Shotgun	❖ One Drive	❖ Teamspeak
❖ Zbrush	❖ Photoshop	❖ Frostbite	❖ RealFlow	❖ Hansoft	❖ Excel	❖ Mumble
❖ 3ds Max	❖ Illustrator	❖ xNormal	❖ Motion Builder	❖ JIRA	❖ Outlook	❖ Vent
❖ Maya	❖ Premiere	❖ Topogun	❖ Cinema 4D	❖ XB1/PS4 s/w	❖ Power Point	❖ Skype

Experience

Torque Motorsports - Duluth, GA ----- *May 2021 – Present*

Graphic Design and Media Generalist

- Created all digital assets needed for business formation and operations.
- Built all social media pages, created website and managed all print and buildout material.
- Maintained social media graphics, display graphics and any other graphical or media needs.
- Handled media coverage/outreach for all events on and off location as well as communications with current and/or potential clients/partners.
- Keynote Events: Rally for Morrow • DSM Trunk or Treat • Kartel at CoolRay • Clean Culture x Lanier Raceplex

Echospawn Studios - Orlando, FL ----- *Jan 2012 – Present*

Game Designer | Creative Director | 3D Artist

- Writes and conceptualizes content, leads the art and look development team and formed the QA/Bug database.
- Organizes dev teams, meets deadlines, deals with customers/potential clients and controls budgets/social media.
- Leads all mobile testing across 20+ devices (Droid, Windows, IOS) for accurate mobile standards and API testing.
- Lead several "Services" (freelance) projects that entail 3D modeling, graphic design, VFX, music, SFX and more.
- Keynote Projects: Montel Williams • Viatek Products • St. Lucie Mets • Nascar affiliate (Virtual-GT)

Electronic Arts - Orlando, FL [9 month contract] ----- *Mar 2016 – Nov 2016*

QATester II: QA Pod Leader of Artworks, Graphics and NIS/Statestream

- Worked with all aspects of feature integration via collaboration with all my corresponding dev teams.
- Actively kept a structured and organized schedule to meet deadlines for myself and developers in my pods.
- Created detailed written documentation for new processes to give clear direction to those without knowledge of the task.
- Worked with XB1 and PS4 Dev/Test Kits and their respective software, Frostbite Engine, P4V, JIRA, Shotgun and Hansoft.
- Keynote Projects: Madden NFL 18 • Titanfall 2

Cybis Communications - Orlando, FL [6 month contract] ----- *Jan 2015 – Jun 2015*

Creative Media Designer

- Worked on projects involving graphic design, 3D modeling and print such as pamphlet design
- Contributed in creative direction, audience perspective and marketing direction within a small team atmosphere.
- Taught/mentored folder structure, 3D Modeling preparation and project awareness.
- Keynote Projects: CNL Bank Cupola Awards • James B. Greene • FBLA • DECA • FCCLA

Applehead Factory Design Studio - Orlando, FL [3 month Dave School project] ----- *Oct 2012 – Dec 2012*

3D Modeler | Texture Artist | VFX Artist | Animator

- Team Project: "The Good Lifers" - <http://vimeo.com/92232961>

DAVE School Productions - Orlando, FL [3 month Dave School project] ----- *Mar 2012 – Jun 2012*

Texture Artist

- Team Project: "Star Wars Droids: The Jawa Adventure" <http://vimeo.com/44934087>
- This animated short was submitted for the **FMPTA Crystal Reel Awards** and won 4 awards.

Education

The Digital Animation and Visual Effects School • Dec. 2012 • Digital Animation & Visual Effects • 1 Year Course

Mid-Florida Technical College • Jan. 2011 • Automotive Service Assistor • 1 Year Course

Orlando Technical College • Jun. 2010 • Game/Simulation Designer • 1 year Course / May 2010 • Modeler • 3 Year Course