



SUMMARY

Versatile artist with 9+ years of experience in the design & illustration fields. Skilled in multiple art disciplines: illustration, concept, user interface, graphic & print design. Able to smoothly adapt skills to any project and art style while iterating quickly and efficiently. Excellent eye for design and detail. Easy to work with and a diligent team member. Passionate about storytelling illustration and bringing characters to life.

SKILLS

- Adept with Adobe Photoshop, Illustrator, Flash and InDesign, familiar with Adobe AfterEffects & Autodesk Maya
- Creating illustrations and concepts for a variety of projects
- Creating clear, concise iconography and designs
- Working in a set house style
- Correcting or modifying existing artwork
- Linework, painting, cel shading, character turn arounds

Valkyrie Entertainment // User Interface Artist // Mar 2016 - Present

- User interface artwork, icon design
- Design & illustration for in-game cards, assets, icons and advertisements

Big Red Button Entertainment // User Interface Artist // Jan - Feb 2016

- User interface artwork
- Icon design & illustration

Hardsuit Labs // User Interface Artist // Jan 2015 - Jan 2016

- Environment & character concept artwork
- Illustration, branding & graphic design for inter-office and public promotions
- User interface artwork, icon design

Zombie Studios // User Interface Artist // July 2012 - Jan 2015

- User interface artwork
- Icon design & illustration

Theogenic // Concept & 2d Artist // Jan - July 2010

- Collaborated with a small group of developers in designing a look and feel for the project
- Provided illustration and concept work

EDUCATION

DigiPen Institute of Technology // BFA Digital Art & Animation // Apr 2014

