
CAREER SUMMARY

3D Character Artist • Digital Organic Sculptor • 3D Artist

- **A formally trained artist working in 3D** with 12 + years of design experience and eye for balancing aesthetics and technical optimization
- **A passionate designer who brings** high quality photo-realistic digital characters, hard surface assets and concepts to life using Zbrush and Substance Painter
- **Traditionally trained artist with cross discipline knowledge** and a strong eye for details and form including light, shade, color, scale, proportions, surface properties and human anatomy

SKILLS & SOFTWARE

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|--------------------|---------------------|------------------------|------------------|--------------------|
| • Character Design | • Retopology | • Zbrush | • Photoshop | • Eye for Form |
| • 3D Modeling | • Drawing | • Maya & XGen | • Illustrator | • Adaptive Learner |
| • Texturing | • Concepting | • Blender | • After Effects | |
| • UV Unwrapping | • Digital Sculpting | • Substance 3D Painter | • Mac/Windows OS | |

EXPERIENCE

3D Digital Character & Organic Sculptor - Freelance, Savannah, GA. 2020 - Current

Responsible for creating high-quality digital 3D sculpted/modeled assets (people, creatures, clothing, and textures) using Zbrush Substance Painter and Maya for clients

- Collaborate with concept artists to match provided IP concepts or offer suggestions and refine concepts before modeling begins
- Responsible for sculpting multiple characters, grooms, clothing and variations each totaling 1000+ iterations
- Generalist role working on full asset delivery of characters through entire pipeline: modeling, texturing, retoplogy, shader setup and renders
- Experience optimizing high-poly models, including UV layout
- Closely collaborate with production and art team to create and maintain reliable schedule

Graphic & Website Designer - Freelance, Portland, OR. 2013 - 2020

Created graphic design assets: marketing materials, brand identities, website design, information/instructional design, packaging, and preproduction imprinting for a variety of clients in various industries using Photoshop and Illustrator

- Conceptualized, designed, documented, and implemented entire B2B branding solutions across digital and print to ensure cohesive designs for marketing strategy
- Managed print production pipeline resulting in decreases in product waste
- Collaborates with outside marketing stakeholders as well as internal clients to balance project goals and timelines

EDUCATION

Bachelor of Arts, Double Major: Art Practices and Philosophy. Minor in Art History.
Portland State University - Portland, OR.

2009 - 2013