

Skills

- ♦ **Tools:** Autodesk Maya; Pixologic Zbrush; Adobe Photoshop, Illustrator, After Effects, Premiere Pro; Eclipse; Visual Studio, Git, SVN, Steamworks.
- ♦ **Languages:** C#, CGFX shaders, Python, C++, Pymel, MEL, Maya API, pyQT.
- ♦ **Artistic:** Shaders, Rigging, Scripted automation, Tool building, Modeling, Texturing, Animating, Lighting, Compositing.
- ♦ **Engines:** Unity Engine, C4 Engine.

Related Experience

1/12 – Now

Lead Technical Wizard, Technical Lead, Dejobaan Games LLC

Drunken Robot Pornography. A first-person bullet-hell platformer currently in development.

- ♦ Design and implement all code for the game using C# in the Unity Engine.
- ♦ Maintain Steamworks integration plugin for Unity.
- ♦ Develop in-game map and robot editors, used by both Dejobaan designers and players to create gameplay content and share it on Steam Workshop.
- ♦ Assist with community management and user support.

5/10 – 9/11

Technical Artist (contract and intern), Dejobaan Games LLC

- ♦ Conducted research and prototyping on procedural modeling techniques.
- ♦ Developed modular node-based modeling, animation, and texturing tool.
- ♦ Worked with designers and artists to ensure the tools met their needs.

8/09 – 10/11

Technical Artist, Lead Developer

Blinding Silence. A sound based puzzle game created at **Worcester Polytechnic Institute**.

- ♦ Selected for the Boston Indie Showcase at Pax East 2011.
- ♦ Awarded Best MQP of 2010 by the WPI IMGD department.
- ♦ Created models, rigs, shaders, levels, tools, and animations for the game.
- ♦ Assembled a motion capture facility; captured and cleaned data for over 20 animations.
- ♦ Built tools to facilitate easy level building and asset integration.

Spring 2008

Lead Producer

Havet Research. A five day **Alternate Reality Game (ARG)** run at **Worcester Polytechnic Institute** as a final project for **Storytelling in Interactive Media and Games**.

- ♦ Lead a team of 25 students to plan and execute an ARG in only 10 days.

4/07 – 6/08

Effects and Rigging Artist

The Stormy Night: A Zak and Dakota Adventure. A short film created at the **Center for Digital Imaging Arts** for the **Children's Hospital Boston** to help children become aware of cancer.

- ♦ Worked as part of a team to create several chapters of the film.
- ♦ Created dynamic effects including fire, smoke and sparks using particles and fluids.
- ♦ Modeled, textured, rigged, skinned, and scripted primary and secondary characters.

Training/Education

December 2011

Worcester Polytechnic Institute, Worcester, MA

GPA: 3.92

Bachelor of Science: Double major in Computer Science and Interactive Media and Game Development (artistic-track)

Honors & Awards: Presidential Scholarship, Charles O. Thompson Scholar, IMGD Outstanding Junior, Salisbury Award, Dean's List

May 2007

The Boston University Center for Digital Imaging Arts, Waltham, MA
3D Animation Certificate