

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, Scripting/Tools, Modeling, Texturing, Animating, Compositing.
- ♦ **Game Engines:** Unity3D Engine, C4 Engine.

Related Experience

1/12 – Present

Lead Technical Wizard, Technical Lead, Dejobaan Games LLC**Drunken Robot Pornography, Elegy for a Dead World.**

- ♦ Design and implement game code in C# for the Unity Engine.
- ♦ Maintain C++ plugin for Steamworks integration with Unity.
- ♦ Built and maintain one of the first 3rd party integrations of Steam Workshop.
- ♦ Develop internal and player-facing content creation tools.
- ♦ Interface with technical contacts at Valve, Oculus VR, and other companies.
- ♦ Assist with community management and user support, both online and at conventions.

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