

## DIGITAL ARTIST

Game Design • 2D / 3D Art &amp; Design • Web Design • Leadership Skills • Interpersonal Relations

Dedicated and dependable Digital Artist seeking an opportunity with fun and exciting projects that requires knowledge gained from educational training/freelance experience/independent projects while providing efficient and competent labor to organization to ultimately enhance work environment and overall quality of products. Previous experience includes implementing knowledge to projects encompassing a broad spectrum of skills including:

### PROGRAMS

- Photoshop
- Autodesk Maya
- 3D Studio Max
- Substance Painter
- AfterEffects
- Zbrush
- Mudbox
- Unity3D
- Unreal 4
- Microsoft Products
- HTML
- CSS
- Illustrator
- AutoCAD
- Flash
- Javascript
- Python
- InDesign

### SUMMARY OF QUALIFICATIONS

- Compose concept drawings, web layouts, digital blue print, 2D/3D model & texture, and physically building concept...
- Can work with 2D and 3D animations.
- Formulate, implement, and modify individualized concept plans based on each project's specific needs.
- Establish positive and trusting rapport with interdisciplinary team members.
- Utilized independent judgment when providing accurate and timely data to the appropriate entities involved in the professional environment.
- Unique hands-on experience handling 'high end' materials in natural world to pro.

### EDUCATION

BACHELOR DEGREE - GAME DESIGN/GAME ART;	Columbia College, Chicago, Illinois	08/2011 - 05/2015
ASSOCIATE DEGREE - DIGITAL MEDIA;	Parkland College, Champaign, Illinois	08/2008 - 05/2011

### WORK HISTORY

<b>Art Director</b>	<b>Grey Winters Studio</b>		<b>June 2019 – Present</b>
<b>RESPONSIBILITIES:</b> managing general art direction, making concept art, & creating art assets and animations			
<b>Apprentice Carpenter / Tech Support / Website Management</b>	CU Carpentry Plus	Champaign, Illinois	<b>Oct 2015 – Present</b>
<b>RESPONSIBILITIES:</b> basic carpentry, cleaning, reading blueprints, working out layouts, handling emails, Tech Support, managing and updating the website. <a href="http://www.cucarpentryplus.com">www.cucarpentryplus.com</a>			
<b>Designer / Artist</b>	<b>Noble Grudge</b>	Board Game	Champaign, Illinois <b>Feb 2016 – Present</b>
<b>RESPONSIBILITIES:</b> 2d art, 3d modeling, layout design, & game balancing. <a href="http://www.noblegrudge.com">www.noblegrudge.com</a>			
<b>Lead Artist</b>	<b>Hover Slug Adventures</b>		Chicago, Illinois <b>2015 – 2015</b>
<b>RESPONSIBILITIES:</b> 3d Modeling, Character Design, Character Rigging, Layout Design, Animating, Texturing, and Particle Effects.			
<b>Lead Artist</b>	<b>DYM</b>		Chicago, Illinois <b>2014 – 2015</b>
<b>RESPONSIBILITIES:</b> 3d Modeling, Character Design, Character Rigging, Animating, Texturing, and Particle Effects.			

## REFERENCES

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<b>Mark Hovde</b>	<a href="mailto:markhood10@aol.com">markhood10@aol.com</a>	217.202.1856	Contractor - CU Carpentry Plus
<b>Brandon Burton</b>	<a href="mailto:bburton.cg@gmail.com">bburton.cg@gmail.com</a>	217.255.3147	Full-Stack Software Engineer
<b>Mark Miller</b>	<a href="mailto:mtonymiller24@gmail.com">mtonymiller24@gmail.com</a>	217.621.6128	Software Delveloper
<b>Darin Kirkman</b>		217.493.8889	Carpenter