



## WORK EXPERIENCE

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### Photo Lab

Lake Oswego, OR – May 2009 – Present  
Photoshop Artist for local photo finishing store  
Restore, retouch, and colorize old photos

### “iPhorest” – Raven.me

Portland, OR – January 2009 – March 2009  
Freelance 3D Artist for iPhone application  
Modeled and textured nearly all game assets

### “Beverly Beach / Spencer Creek Bridge” – Shannon and Wilson Inc.

Portland, OR – October 2008  
Freelance 3D Artist  
Modeled underground bridge infrastructure

## SKILLS

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### Software

#### Proficiency

- Autodesk Maya
- Adobe Photoshop
- Headus UV Layout

#### Experience

- Autodesk 3D Studio Max
- Crazy Bump
- Adobe After Effects
- Adobe Flash

### Programming Languages

#### Proficiency

- Flash Actionscript 2.0

#### Experience

- Maya Mel scripting
- Python
- C++

## EDUCATION

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### **Bachelor of Fine Arts in Game Art and Design**

from the The Art Institute of Portland – Portland, OR  
Graduated with honors  
December 2008

## OTHER

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Eagle Scout