



Technical Art

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Interests

My biggest interests in the game industry are creating scripted events, game and level design. I greatly enjoy working in the Unreal 3 engine, and I am enthusiastic about learning new engines and software. I have a profound love for video games and the Internet.

Interpersonal Skills

Working as part of a team for game development. Great communicator.

Computer Skills

Digital

Unreal 3
C#
Torque Script
3D Studio Max
Maya
Photoshop
Illustrator

Traditional

Perspective Drawing
Water Color Painting
Illustration
Ink and Pen

Education

The Art Institute of Seattle in Seattle, WA 2008
Bachelor of Fine Arts, Game Art and Design

Work Experience

iWin Games - Seattle, WA
February 2008 to May 2008
Casual Game Development Technical Artist

Walgreens Pharmacy - Seattle, WA
1998 to present
Senior Certified Pharmacy Technician
Washington State Technician License