

## Experience

### Technical Art Lead, Amazon

07/2016 – present

- Provide technical-art support for my game team
- Direct our efforts across our creative and engineering teams in a holistic manner.
- Shader writing, tool design and creation, game design, engine testing, documentation, and training

### Technical Artist, Microsoft HoloLens

03/2015 – 05/2016

- Brainstorm, prototype, develop and showcase experiences designed to show off Microsoft HoloLens
- Provide technical art support for internal HoloLens creative team and studio
- Engage with external partners to prototype HoloLens applications
- Coordinate pipeline and feature development between artists, engineers, producers, and designers

### Technical Artist - Dynamics/Destruction Team, Microsoft 343Industries

06/2013 – 03/2015

- Design and direct the implementation and maintenance of our Houdini -> Halo dynamics content pipeline
- Provide technical direction, training, and support for our Dynamics, FX, and Environment teams
- Coordinate pipeline and feature development between artists, engineers, and designers
- Develop tools in C# and Python to help create content faster, easier, and more reliably

### Technical Director, aMess Games

10/2012 – 6/2013

- Designed, Kickstarted, developed, and shipped a 3d mobile game in Unity called OreZom Trails
- Optimized for rendering on low-end mobile devices, custom shaders, custom lighting
- Shipped on iOS, Android, and Kindle

### Technical Artist - Advanced Graphics Team, Glu Mobile

09/2012 – 10/2012

- Develop shaders, special effects, and related tools, workflows, and sample scenes for Glu game teams use
- Create intranet training material and documentation

### Technical Artist - Monolith Productions / WB Games

09/2008 – 08/2012

- Develop new content production techniques, tools, and shaders to support art direction and design needs
- Train art team on the latest technology, tools, and techniques of our industry
- Develop and maintain game content pipeline and documentation
- Facilitate communication between Art, Engineering, Production, and Design

### Technical / FX Artist - N-Space Inc.

10/2006 – 10/2008

- Create special FX for game and scripted cinematics using particle systems, rendering effects, and LUA script
- Document and improve game systems relating to special effects and rendering
- Build and maintain artist toolset and pipeline in MaxScript and C#

### Technical Artist - EA Tiburon

07/2004 – 10/2006

### Character Modeling and Rigging Lab Instructor - Full Sail

10/2003 – 07/2004

### Lead Artist - Creative Essence

04/2003 – 10/2003

### Technical Art Intern - Turbine Entertainment Software

04/2002 – 03/2003

## Technical Skills

- Development of tools for content teams, designed with artist workflow in mind
- Shader creating in HLSL and node-base systems
- Experience creating complex special effects, shaders, and materials
- Excellent analytical skills - ability to understand and debug complex tools and systems
- Understanding of game components and rendering methods and how they apply to content problems
- Experience and comfort with complicated game environments and world systems

## Workplace Skills

- Adaptable, quick learner with professional online communications skills
- Patient, attentive mentoring and training style
- Excellent at facilitating communication and coordinating development between departments

## Software

**Art/Content Packages:** Maya, 3d Studio Max, Houdini, Z-Brush, MudBox, 3dCoat, Blender, Photoshop, Flash

**Game Engines:** Unity 3D, Unreal, RNA, Alchemy, XNA, and a handful of proprietary engines

**Languages:** C#, Python, Visual Basic, JavaScript, Mel, MaxScript, ActionScript, LUA, HTML, PHP, SQL, and HLSL

## Titles

<b>HALO 5: Guardians</b>	2015, Xbox ONE, <b>Microsoft / 343 Industries</b>
<b>OreZom Trails</b>	2014, iOS, Android, Kindle, <b>aMess Games</b>
<b>Middle Earth: The Shadow of Mordor</b>	2014, 360, Xbox ONE, PS3, PS4, Windows, <b>Monolith / WB</b>
<b>Guardians of Middle Earth</b>	2012, 360, PS3, Windows, <b>Monolith / WB</b>
<b>F.E.A.R. 2: Project Origin</b>	2009, 360 / PS3 / PC, <b>Monolith / WB</b>
<b>Marvel Ultimate Alliance 2: Power Fusion</b>	2009, Wii, <b>N-Space / Activision</b>
<b>Target Toss Pro Bags</b>	2008, Wii, <b>N-Space / Incredible Technologies</b>
<b>Madden NFL Football 2007</b>	2006, PS3, <b>EA Tiburon</b>
<b>NCAA College Football 2007</b>	2006, 360, <b>EA Tiburon</b>
<b>NCAA College Football 2006</b>	2005, PS2 / XBOX, <b>EA Tiburon</b>
<b>The Lord of the Rings Online: Shadows of Angmar</b>	2007, PC, <b>Turbine Entertainment / Midway</b>
<b>Asheron's Call 2 – Fallen Kings</b>	2002, PC, <b>Turbine Entertainment / Microsoft</b>

## Education

<b>Associate of Science in Computer Animation</b>	<b>02/2002</b>	<b>Full Sail, Orlando FL</b>
Graduated Valedictorian with perfect attendance		
Awards in <i>Logo Animation</i> and <i>Character Creation, Design, and Setup</i>		