

## **Hidden Path Entertainment** **09/2019 – Present**

### **Lead Environment Technical Artist**

- Create efficient modern world-art pipelines using leading procedural content packages
- Support team with research, tool development, technical asset creation, documentation

## **Amazon** **07/2016 – 04/2019**

### **Technical Art Director**

- Recruit and hire a game team designed to build and ship an aggressively scoped, episodic product
- Direct the development of tools and tech that live between the engineering and creative domains.
- Design and develop outsource-friendly digital content pipelines for modern game production
- Built a high quality game, shipping episodically in sync with a TV show, on time and successfully

### **Technical Art Lead**

- Provide technical-art support for various incubatory game teams
- 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

## **Microsoft** **06/2013 – 05/2016**

### **Technical Artist, HoloLens**

- Brainstorm, prototype, develop and showcase experiences designed to show off Microsoft HoloLens
- Provide creative and 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, 343 Industries**

- 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 Inc.** **10/2012 – 6/2013**

- 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 - Monolith Productions / WB Games** **09/2008 – 08/2012**

- Develop new content production techniques, tools, and shaders to support art direction and design
- 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 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**

- Debug and troubleshoot game characters, environments, rigs, materials, and shaders
- Develop creative, efficient solutions to problems in the content pipeline
- Coordinate with appropriate EA studios to share, maintain, and update tools and technology
- Facilitate communication between Art, Engineering, and Production

## Technical Skills

- Creating art in a variety of packages
- Programming in a variety of languages
- Designing and Problem Solving in a variety of environments and contexts
- Analytical skills; ability to understand complex tools and systems – and explain them to others
- Development of tools and workflows for content teams, designed with artist efficiency in mind
- Shader creation using programming and node-base systems
- Creating complex special effects, shaders, and materials in a variety of packages
- Understanding of game components and rendering methods and how they apply to content problems
- Experience and comfort with complicated game development environments and world engines

## Workplace Skills

- Adaptive, quick learner comfortable entering into new and unfamiliar environments
- Professional in-person, written, and video-conferencing communications skills
- Patient, attentive mentoring and training style, in person and via remote-desktop
- Excellent at facilitating communication and coordinating development between departments
- Inter/Intra-personal conflict resolution skills

## Software

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

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

**Programming Languages:** C#, Python, Visual Basic, JavaScript, ActionScript, LUA, HTML, PHP, SQL Mel, MaxScript, CGFX, HLSL, and just a bit of C and C++

## Titles and Projects

<b>The Grand Tour Game</b>	2018, Xbox ONE, PS4, Amazon Game Studios
<b>HALO : WARZONE E3 Holo-Demo</b>	2015, HoloLens, Microsoft
<b>HALO 5: Guardians</b>	2015, Xbox ONE, Microsoft / 343 Industries
<b>OreZom Trails</b>	2014, iOS, Android, Kindle / aMess Games
<b>Middle Earth: The Shadow of Mordor</b>	2014, Multi SKU, Monolith Productions / WBIE
<b>Guardians of Middle Earth</b>	2012, Multi SKU, Monolith Productions / WBIE
<b>F.E.A.R. 2: Project Origin</b>	2009, Multi SKU, Monolith Productions / WBIE\
<b>Marvel Ultimate Alliance 2: Power Fusion</b>	2009, Wii, N-Space Inc. / Activision
<b>Target Toss Pro Bags</b>	2008, Wii, N-Space Inc. / Incredible Technologies
<b>Madden NFL Football 2007</b>	2006, PS3, EA Tiburon / Electronic Arts
<b>NCAA College Football 2007</b>	2006, 360, EA Tiburon / Electronic Arts
<b>NCAA College Football 2006</b>	2005, PS2 / XBOX, EA Tiburon/ Electronic Arts
<b>The Lord of the Rings Online: Shadows of Angmar</b>	2007, PC, Turbine Entertainment Inc. / Midway Games
<b>Asheron's Call 2 – Fallen Kings</b>	2002, PC, Turbine Entertainment Inc. / Microsoft

## Patents

US 10789779	Re: Location Based Holographic Experience (updated)
US 10210661	Re: Location Based Holographic Experience
US 10169918	Re: Relational Rendering of Holographic Objects
US 10134174	Re: Texture Mapping with Render-Baked Animation

## Education

**Associate of Science in Computer Animation** **02/2002**  
**Full Sail Real World Education, Orlando FL**

- Valedictorian
- Perfect Attendance

*Awards in Logo Animation and Character Creation, Design, and Setup*

## References

- Available upon request