

Objective

I want to create beautiful and marketable images for products, music, and other entertainment that will make heads turn.

Experience

Freelance Traveler

September 2016 - Current

- Learned and enjoyed other cultures as I backpacked through South East Asia and Australia.
- Painted various portraits for friends and clients to fund my travels.
- Picked up odd jobs that pushed me past my physical comfort zones, hardest work my body has done as a fruit packer.

Microsoft - Concept Artist

January- August 2016

- Quickly drew and assembled product pitch storyboards for multiple teams in Microsoft Studio X. These were presented to studio leaders and referenced for actual production.
- Worked closely with the design team to work on the UI/UX of our "Instagram for 3D" app, Remix.
- Painted concepts using both 2D and 3D techniques to find the visual style of Remix.
- Designed and painted 14 provided default pictures when a user signs up.

Disney Interactive - 2D Artist Intern

February - September 2015

- Worked closely with a team of interns to create a polished application as part of a larger unannounced Disney project.
- Painted concept illustrations that helped greenlight a Disney project. Created character designs, UI visual targets, and assets used in game.
- Designed a Disney Inside Out: Thought Bubbles pin that was made and distributed to social mobile teams.

Awards

Rumble TV - Winner of E3 College Game Competition 2015

Art Director and Environment Concept Artist for our senior student game. Painted all environment concepts and determined the look of every asset. Designed a detailed style guide and directed a team of six artists in creating a consistent visual style.

Skills

Software: Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Maya
2 years in professional studio experience.

Education

DigiPen Institute of Technology BFA- Magna Cum Laude
in Digital Art and Animation