

Key Skills

Art

- » Concept Art
- » Visual Development
- » Character Design
- » Environment Design
- » Prop & Weapon Design
- » Illustration

Production/Collaboration

- » Rapid Ideation & Iteration
- » Gameplay Readability
- » Concept-to-3D Collaboration
- » Production-Ready Concept Sheets
- » Art Direction Support
- » Visual Feedback & Critique

Tools

Photoshop (proficient), Illustrator (proficient), Procreate (proficient), Premiere Pro (proficient), After Effects (working knowledge), Unreal Engine (working knowledge), Blender (working knowledge)

Experience

Rogue Rooster - Art Director

Project: Friendly Betrayals (Working title)

May 2024 - October 2025 (Full-time)

- » Defined the visual identity of a semi-stylized sci-fi shooter, established style guides to shape the game's art direction across characters, environments, props, and weapons.
- » Directed concept and 3D artists by providing paintover feedback.
- » Worked directly in Unreal Engine to set dress and decorate levels using our assets to communicate atmosphere and biome personality.

Freelance Artist - Concept Artist & Illustrator

January 2018 - Present

- » Clients included Steamlabs Inc (Give Kids the World theme park project) and published board game Koala Kart; delivered illustrations, character, environment, and prop designs.
- » Implemented and iterated on feedback provided by the client to ensure it met the vision of the project and meet deadlines.
- » Adapted to diverse art directions and client pipelines while maintaining recognizable personal style; assets used directly in 3D production workflows

Microsoft - Concept Artist

January - August 2016

- » Designed and painted stylized character profile portraits for a Microsoft 3D application, defining the visual style of default user avatars.
- » Collaborated with internal teams to align character visuals with product goals and user experience considerations.

Disney Interactive - 2D Artist Intern

February - September 2015

- » Painted concept illustrations and character designs for Disney Emoji Blitz; created UI visual targets and supporting production assets
- » Collaborated under strict brand guidelines while contributing to style exploration for an unannounced internal project; designed exclusive Disney pin following detailed brand requirements

Education

DigiPen Institute of Technology - Magna Cum Laude

BFA in Digital Art & Animation

Personal Interests

Collecting and appreciating vinyl toys and contemporary art. Currently playing Hades II. Personal development junkie.