

## Work Experience

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- 343 Industries, Redmond WA — August 2014 – March 2016  
Character Technical Artist for Halo 5  
Setup and supported both simple and complex assets including props, weapons, vehicles and characters. Supported content creation teams with everyday troubleshooting issues with tools, rigs and workflows.

## Skills

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- Rigging, Scripting, 3D Modeling, 3D Animating
- Familiar with MEL, Python and C# programming languages
- Work well with team or independently

## Software

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- Adobe Photoshop, AfterEffects
- Autodesk Maya
- Pixologic ZBrush
- Worked with Havok, Unity and Unreal Game Engines
- Confident with both Windows and Mac operating systems

## Education

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- Academy of Art University, San Francisco, CA - BFA Game Design: 2014

## Relevant Coursework

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- Therapy Games for Children Collaborative  
Acted as rigging artist and animator on a small team creating mobile therapy games. Rigged and animated over 60 simple props for Sandplay Therapy game in the fifteen week course. Available on Google Play.
- Max's Adventures Collaborative  
Acted as rigging artist for a team creating a mobile children's game. Rigged characters, vehicles and props for use in the Unity Game Engine.
- Creature Rigging and Animation  
Created rigs for over ten different models including bipeds, quadrupeds, winged and mechanical creatures in the fifteen week course.