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I am an environment artist who undertakes complex assignments, meets tight deadlines and delivers impressive performance. I work well with others as well as on my own. I am dedicated to my work and can't wait to gain more experience and knowledge of the industry.

# **Experience**

#### Graphic Designer at Scaddoodle/EDGE Brands Ltd.

- Designed swimwear, swimwear accessories, skateboards, helmets and many other packages and products for major licenses such as:
  - Disney, Marvel, Subway Surfer, Despicable Me, NERF, DUNLOP, and more.

2013 - 2017

#### 3 Angry Men and 1 Pissed Off Lady

 Worked with a team of 4 (including myself) to create a game. Worked as Lead Design and modeled/textured 90% of the environment

2016 - 2017

## **Education**

#### Savannah College of Art and Design, Savannah GA

• BFA in Game Design

Spring 2017

## **Awards & Honors**

## Savannah College of Art and Design, Savannah GA

- Academic Honors Scholarship
- SCAD Achievement Honor Scholarship

2013 - 2017

Game / Level Design

Texturing / Materials

Partial Zbrush Skills

# **Additional Skills**

- Lighting
- Communication
- Set Dressing
- Asset Modeling
- Graphic Design background

**Skills** 

Photoshop



Illustrator



Maya



UE4



Substance

