



EXPERIENCE

- 2011-2012 Rocket Ninja**
Creating assets for facebook games.
- 2009-2011 Instructor at Academy Art University**
-Organic Modeling 1: Anatomy with ZBrush -Organic Modeling 2: Advanced ZBrush
-Games Character Modeling 1 -Modeling for Games 1
-Fundamentals of Texture and Lighting -Built two Online Classes
-Instructor for the art experience students from High Schools all over the country.
- 2008-2009 Environment Artist for Page 44 Studios**
Worked on Environment objects and Comic design elements for Hannah Montana's 'Rock Out the Show' PSP title.
- 2009 Ye Olde Inn Board Game Tiles**
Helped create game board tiles for Ye Olde Inn's website.
- 2008-2011 3D Animation and Visual Effects Lab Technician at Academy Art University**
Aided and tutored students on various 2D and 3D applications such as Maya, ZBrush, and Photoshop.
- 2007-2009 Character Modeler for Zombie Smith Productions**
Responsible for building the main character for the project using high and low poly geometry with displacement maps.
- 2006 Internship at Visual Affects Productions**
Lead environment and prop Texture artist and assistant modeler for 'No Continues' video game character mockumentary. Project is based out of home and meet each week for collaboration.
- 2003 - 2010 Storyboard Artist**
Worked with various Directors, students, and film personnel drawing quick storyboards for films, music videos, and commercials.
- 2005 - 2006 Conceptual artist for BNUTZ Productions**
Responsible for the design and look of 'Valley of the Minotaur' animation short.
- 1998 - 2006 Fantasy Role Playing Game Illustrator**
Responsible for creating and designing dozens of black and white illustrations for various role playing game books. Companies include *Emperor's Choice*, *Kenzer and Company*, and *Midland Adventures*.
- 1998 Trading Cards Illustration, Marvel Comics**
Helped design and create trading cards for Marvel Comics assigned by the Joe Kubert School.
- 1996 Caricature Artist, Six Flags Darien Lakes Amusement Park**
Worked as a caricaturist at Kaman's art shop.

EDUCATION

- 2002 – 2006 **BA, Academy of Art University (AAU), San Francisco, Computer Modeling and Conceptual Art**
- 1995 – 1998 **3 Year Certificate, Joe Kubert School of Cartooning and Graphic Art, Dover New Jersey, Comic Book and Fantasy Illustration**
- 1992 – 1995 **AA, Niagara County Community College, Graphic Design and Fine Art**

COMPUTER SKILLS: Photoshop, Maya, After Effects, Z Brush, Painter, Illustrator, UV Layout, Crazy Bump, Basic Flash Animation, Modo, Unity, Mudbox, Basic Unreal Editor and 3D Studio Max, Final Cut Pro, Platforms such as PSP and PS3.

3D SKILLS: Modeling (low and high Poly, Sub D's, and Nurbs), Texturing, Lighting and Rendering, Rigging and Character Weighting, Next Gen Normal and Displacement Mapping, Basic Animation

ILLUSTRATION SKILLS: Acrylic, Oil, Dyes, Black and White Pen and Ink, Charcoal, Gouache, Digital, Perspective, Detailed Anatomy, Layout and Design, Character Design, Fantasy Art, Storyboard Art, 2D Animation

Films, Games and Production

- 2008 - 2009 *'Hannah Montana's Rock Out the Show' PSP game* – Modeler and Texture Artist (Page 44 Studios)
- 2006 - 2007 *'No Continues' Video Game Mockumentary* Texture Artist/Assistant Modeler (Visual Affects Productions)

Storyboard Art/Conceptual Art Jobs

- 2010 *Production Central – Gerber pitch with 3D storyboards*
- 2009 *Carol H Williams - Best Western pitch – Storyboard artist*
- 2009 *Page 44 Studios - Concept art for game pitches and ideas.*
- 2007 *Upward Rising Development "The Sit-down Man" – Storyboard artist*
- 2006 *Hierophant Media, Inc., "Violent Jake" – Storyboard artist*
- 2006 *Eighty Four Films LLC, "Teeth Grinder" animated short - Background artist*
- 2006 *Eighty Four Films LLC, "Budd Dwyer" Documentary - Storyboard artist/Courtroom Drawings*
- 2006 *Unannounced Music Video - Storyboard artist*
- 2006 *Valley of the Minotaur (still in pre-production) - Conceptual artist*
- 2005 *Vino Venue Wine commercial - Storyboard artist*
- 2005 *Eighty four films LLC, "Keg of the Dead" film - Storyboard artist*
- 2003 - 2009 *Various student film projects*

Published Books (Illustration)

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|-------------|--|--------------------|
| 2010 | <i>Fight On #8</i> | The Grog |
| 2005 | <i>EndWar Arduin Grimoires Vol. IX</i> | Emperor's Choice |
| 2004 | <i>White Roc Inn</i> | Emperor's Choice |
| 2004 | <i>Legendary Lands of Arduin</i> | Emperor's Choice |
| 2004 | <i>Adventures in Midland</i> | Midland Adventures |
| 2002 | <i>Hacklopedia of Beasts Vol. 8</i> | Kenzer and Company |
| 2001 - 2002 | <i>HackJournals</i> | Kenzer and Company |
| 2001 | <i>Hackmaster's Game Guide</i> | Kenzer and Company |