

SKILLS Level design pre-production and layout
Environment modeling
Normal map creation
Asset Modeling, UV mapping, and Texturing
UDK Kismet and matinee Matinee
Lighting and material creation in UDK
Maya (or Max) to Unreal 3 Editor static mesh optimization and import pipeline
Ambient Occlusion and Normal Map Baking using transfer maps

APPLICATIONS	Proficient With...	Familiar With...
	Unreal 3 Editor	MEL Script
	3DS Max	C++
	Maya	BodyPaint 3D
	Photoshop	
	Crazybump	
	zBrush	
	Mudbox	
	xNormal	

RELATED EXPERIENCE

2010 - Present Hi-Rez Studios (Level Designer)
- Block out and iterate on levels for Tribes: Ascend.
- Block out and setdress the level for SMITE and work with the AI programmer to implement Navmesh features for the bot pathing.
- Plan and block out level designs for PvE and PvP gametypes for Global Agenda.
- Set up kismet and matinee sequences for objectives in multiplayer matches.
- Set pathnodes and spawns for enemy AI in the PvE gametype.
- Set up lighting and post processing for my levels.

2009 Kiztoys Texturing Internship
- Performed UV map efficiency checks for all models that were to be textured and put into the engine and UV mapped any non UV mapped assets
- Painted Characters using BodyPaint 3D for an unannounced title

2009 Electronic Arts, Professional Production Practices
-Created Art Assets for possible use in game.
-Utilized professional workflow and practices.

EDUCATION

2009 Savannah College of Art and Design Bachelor of Fine Arts in Interactive Design & Game Development

Honors / Awards

2009 2009, Winner, "Talus", Entelechy 2009, Environment and Level Design category, Savannah College of Art and Design
2009 "Talus", Best FPS Mod Phase 3 Honorable Mention Make Something Unreal Contest