

SENIOR ENVIRONMENT ARTIST

- Los Angeles, CA
United States
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- 562.980.2836

I am skilled in owning levels from art blockout to polish. I thrive in a highly collaborative workflow with art and design for fast and iterative development of creating immersive levels that are performant, beautiful, and capture the fun. I'm self-sufficient and capable of taking high-level direction, implementing core compositions, and translating visual intent into spaces. My strong soft skills enhance my proactive communication with teammates across various disciplines. I actively assess task priorities, anticipate production risks, and communicate optimal solutions to hit target budget and scope. I am passionate about fostering mentor relationships with artists and promoting knowledge sharing.

- SKILLS
 - World Building
 - Level Art
 - Set Dressing
 - Modular Kit Asset Creation
 - Organic Modeling
 - Highly Organized
 - Mentoring
 - Team Oriented
 - US Citizen

EDUCATION

- BFA Digital Media
 - Dean's List



Otis College of Art & Design
Los Angeles, CA

FOCUS

Unreal Engine 4 & 5, Maya, Zbrush, Substance Designer, Substance Painter, Marmoset, Photoshop, Quixel Suite, Perforce, Jira, Shotgun, SpeedTree



EXPERIENCE

SENIOR ENVIRONMENT ARTIST RESPAWN ENTERTAINMENT

NOV 2022 – PRESENT REMOTE : Los Angeles, CA

- STAR WARS FPS GAME : UNREAL ENGINE 5

ENVIRONMENT ARTIST HEAVY IRON STUDIOS

FEB 2018 – NOV 2022 : Los Angeles, CA

- Taking art direction and concept art to final polished in game/engine implementation.
- High I Low poly modeling, shader creation, and PBR texturing of environment buildings, landscapes, props, foliage, vistas
- Level lighting, world building, set dressing, material blending, optimization
- Taking level layouts/block out levels to final art setup and development.
- Communicating closely with designers, artists, and programmers from multiple disciplines
- Problem solving to maintain high visual fidelity of art within platform frame rate parameters.
- Task management and workflows documented and organized by priority.
- Proactively improving production practices R&D for updated studio workflow and pipelines.

SHIPPED TITLES :

- THE GRAND TOUR GAME : PS4, XBOX ONE (LUMBERYARD) 2019
- PAC-MAN MEGA TUNNEL BATTLE : STADIA (UNREAL ENGINE 4) 2020

GUEST LECTURER OTIS COLLEGE OF ART AND DESIGN

SEPT 2017 – DEC 2022 : Los Angeles, CA

- Substitute to Jason Priest's (Lead Artist at Respawn) advanced game environment creation class.
- Teaching students industry standard pipelines and production workflows for game development.
- Instruction and overview of programs : Unreal, Maya, Substance Painter, Substance Designer
- Feedback and critique of student work.

ENVIRONMENT ARTIST ALL THESE WORLDS LLC

JUNE 2017 – FEB 2018 : Los Angeles, CA

- High/Low poly modeling, and texturing of environment buildings and props for unannounced VR experience in UNREAL ENGINE 4.

TEACHING ASSISTANT - VISUAL EFFECTS OTIS COLLEGE OF ART AND DESIGN

AUG 2016 – DEC 2016 : Los Angeles, CA

- Assisted Raul Moreno (VFX Composer & Educator) to teach students CG compositing and fluency in programs : Nuke Studio, NukeX, Adobe Photoshop.