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## Technical Skills

### 3D Programs

- Autodesk Maya, 3ds Max
- Pixologic ZBrush

### Design and Post Production

- Adobe Photoshop, Illustrator, InDesign
- Adobe After Effects, Premiere
- Adobe Flash, Dreamweaver

### Office Tools

- Microsoft Office Word, PowerPoint, Excel

## Education

The Art Institute of Portland (Portland, OR)

Bachelor of Fine Arts (Game Art & Design)

Graduated: September 2009

Coursework: 3D modeling, animation, texturing, and lighting

## Experience

PA for Bent Image Lab

Portland, OR March 2010 - Present

- Run errands, Answer phones, and maintain facilities
- Assist in anything else asked of me

3D Artist for Freakybuttrue

Portland, OR October 2009

- Modeled character and prop from references given
- Unwrapped as well as textured character and prop

QC Lead/3D Artist for Game Production Team: Tread

Portland, OR July 2009 – September 2009

- Textured environment objects
- In charge of bug testing

3D Artist for Game Production Team: Endless Skies

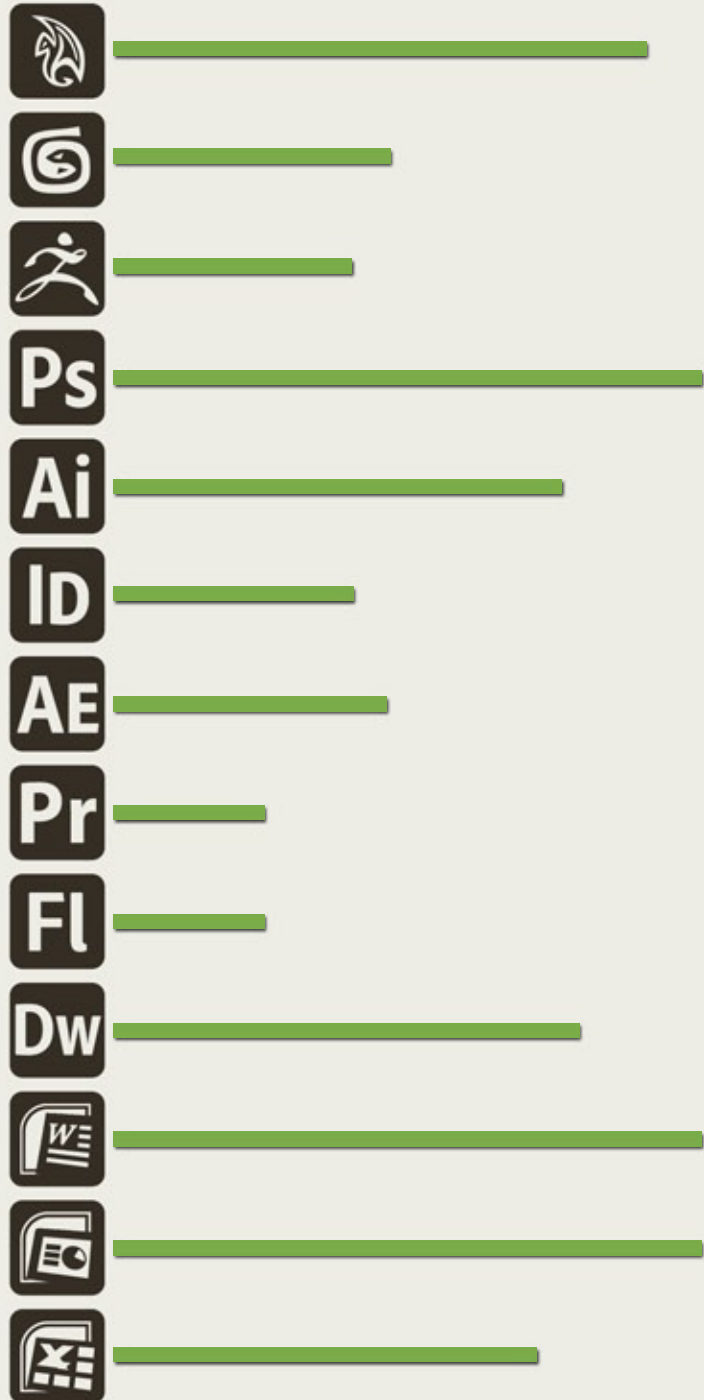
Portland, OR October 2008 – March 2009

- 3D character modeling
- Texturing

Quality Control at Summit Projects

Hood River, OR August 2007 – May 2008

- Ran bandwidth tests and verified all links
- Tested all sites on multiple browsers, OS's, and computers



*experience chart*