

May, 2016

DeliciousBeast.com
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Illustrator, Animator, 3D artist, and constant monster creator.
My goal is to reach out to people through the work I can create for games, I feel that videogames bring a unique form of immersion that gives viewers a more personal connection with the storytelling and worldsetting within.

Software:

Flash, Photoshop, Adobe Premiere, Autodesk Maya 2008 and 2009, Cinema 4D, Corel Painter.

Skills:

Works well in groups

- Experience co-managing groups of up to 70 collaborators.
- Sensitive to group and individual needs, willing to step in to help out.

Excited by creative and theoretical challenges.

Analytical and comfortable with both quantitative and qualitative thought processes.

- Capable of considering things on an intuitive, artistic level as needed.
 - Mathematically comfortable with technical problem-solving.
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Experience:

Eagle Valley Sim, EagleValleySim.com: 2012-now

An online, multiplayer dog-breeding simulation game focused on training working animals.

Head Artist,

- Worked with owner to design visual style and layout for the game.
- Researched and illustrated dog breeds, genetics, and training methods.
- Gave recommendations on gameplay and site interactivity.

Exhibited Sim, Exhibited-Sim.com: 2010-2014

An online, multiplayer dinosaur-breeding simulation game - Currently on hold for remake.

Co-Head Moderator,

- Managed a team of 10 mods to care for the site.
- Organized site-wide events as additional interactive content for the game.
- Communicated with owner on issues within the site, keeping track of bugs/etc.

Moderator,

- Enforced rules across playerbase, regulating and messaging individuals on issues.
- Gave gameplay and visual suggestions to improve site

Illustrator,

- Produced paintings and illustrations according to specifications.
- Created rush-illustrations to deal with sudden changes in site planning.



Laissez-Fairs, LaissezFairs.com: 2012

An online, multiplayer farm simulation game - Currently being rebooted.

Head Artist,

-Lead style designer for the animals and content on the site

Artist,

-Followed style-guide to produce interactive visual content for the site

-Researched and illustrated specific animal breeds and their marking genetics

Education:

Ringling College of Art and Design, Sarasota Florida: May, 2010

Bachelor of Fine Arts in Computer Animation.

Awards:

Mass DiGi Game Challenge - Category Winner, 2012

Designed and pitched a game idea, winning 1st place in the "This Could Be Big" category

John and Abigail Adams Scholarship - Entrant, 2007

Four year tuition to any MA state or community college for outstanding MCAS score

Hobbies:

-Co-moderating a large-scale, drawing based roleplaying group focused on in-depth character creation.

-Designing a story-based existential horror game with a monster protagonist.

-Working on getting a competitive speedrun time for the game Demon's Crest.

-Tabletop and digital gaming of a fairly broad spectrum.

References available upon request

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