

Work Experience

Landmark Creations int.

[Aug 2015 - Current]

3D Designer

Model and texture 3D Assets, using a variety of techniques.
Problem solve unique structural engineering challenges.
Write scripts to enhance workflow speed, and increase process accuracy.

Freelance

[Jan 2015 - Jul 2015]

Freelance Environment, and rigging Artist

Modeled high-poly and low-poly assets for use in both the Unreal, and Unity.
Created NPC rigging and animations.

University of Northwestern - St. Paul

[Jun 2014 - Dec 2014]

Marketing and Communications Department team member

Migrated content to new CMS platform
Solved HTML and CSS issues
Optimized efficiency, and accuracy of content
Crafted user documentation

University of Northwestern - St. Paul

[Aug 2012 - May 2014]

Digital Media Arts Department Teacher's assistant

Aided students in creatively solving software and creative problems
Researched and presented recommendations on hardware and software solutions
Created department showreels, and organized work for gallery showings

BOOOM Industries

[Jul 2012 - Jul 2012]

Freelance 3D generalist

Converted CAD models to use in online marketing
Created UV maps for models

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Education

University of Northwestern - St. Paul

2014

Bachelor of Science in Digital
Media Arts - with a
animation emphases

Skills

Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Adobe Premiere

Autodesk Maya
Autodesk 3DSMax
Autodesk Mudbox
Blender 3D
Z-brush

Mental ray
Cycles

Unity 3D
Unreal 4

HTML + CSS
Maxscript
Python
MEL
.NET