

Well rounded visual effects artist; experienced working in small studios taking on various roles within a project. Creating a piece that is tastefully designed while following closely to the client's specs is my primary goal.

EDUCATION

The Illinois Institute of Art - Schaumburg
Bachelor of Fine Arts in Media Arts & Animation (June 2008)

TECHNICAL SKILLS

After Effects
3D Studio Max
Photoshop
Illustrator
Maya
Nuke

TRADITIONAL SKILLS

Illustration
Animation
Motion Graphics
Storyboarding

EXPERIENCE

Visual Effects Artist, High Voltage Software, Hoffman Estates, IL (February 2010 - present)

- Design, produce and composite effects into pre-rendered in-game cinemas
- Create animated logos
- Edit promotional gameplay videos
- Responsible for the use and upkeep of company video/still cameras

Visual Effects Artist, Red Eye Studio, Hoffman Estates, IL (July 2008 - February 2010)

- Create pre-rendered visuals for High Voltage Software's "The Conduit"
- Character animation
- Produced demo reels for studio

Lead Designer, HyperText Group, Elk Grove Village, IL (August 2007 - July 2008)

- Create print media such as business cards, flyers, signs and brochures
- Website, logo, email ad and announcement layout and design

MERITS/AWARDS

- Steve Wright's Intro to The Foundry's Nuke class (2010)
- One entry accepted into ARTimation 9 Digital Art Festival (2008)
- Two entries accepted into ARTimation 8 Digital Art Festival (2007)
- The Illinois Institute of Art - Schaumburg Applicant Art Show
 - First place award (2006)
- Lambda Sigma Society (2005-2006)