



Experience

- CatDaddy Games** - Kirkland, WA Aug. 2008 - Present
Technical Artist -
Working on a variety of projects. Task include: data management, game & level design, modeling 3D assets, unwrapping & texturing, animation, setting up UI, creating particle & visual effects, and testing.
- iWin - Division 90** - Seattle, WA Jan. 2008 - July 2008
Freelance Artist -
Modeled and textured 3D assets for an unreleased title.
- iWin - Division 90** - Seattle, WA July 2007 - Nov. 2007
Internship -
Set up assets to be animated in Flash, created tutorial animations, and drew 2D renders based off of 3D models.
- The Art Institute of Seattle** - Seattle, WA Mar. 2006 - Mar. 2008
Peer Tutor -
Helped other students with a variety of different programs including: 3D Studio Max, Maya, Photoshop, Premiere, and After Effects.

Shipped Titles

- MyNBA 2K16** Sept. 2015
CatDaddy Games Mobile Devices
- WWE SuperCard: Season Two** Aug. 2015
CatDaddy Games Mobile Devices
- MyNBA 2K15** Oct. 2014
CatDaddy Games Mobile Devices
- WWE SuperCard** Aug. 2014
CatDaddy Games Mobile Devices
- Sensei Wars** Nov. 2013
CatDaddy Games Mobile Devices
- MyNBA 2K14** Oct. 2013
CatDaddy Games Mobile Devices
- Turd Birds** July 2013
CatDaddy Games Mobile Devices
- Continues on Page Two**



Shipped Titles Continued

- Herd, Herd, Herd** Nov. 2012
CatDaddy Games Mobile Devices
- Let's Cheer** Nov. 2011
CatDaddy Games Microsoft Xbox Kinect
- Carnival Games: Wild West 3D** Nov. 2011
CatDaddy Games Nintendo Game Boy 3DS
- Carnival Games: Monkey See, Monkey Do** Apr. 2011
CatDaddy Games Microsoft Xbox Kinect
- New Carnival Games** Sept. 2010
CatDaddy Games Nintendo Wii
- Ringling Brothers and Barnum & Baileys Circus** Nov. 2009
CatDaddy Games Nintendo Wii
- Birthday Party Bash** July 2009
CatDaddy Games Nintendo Wii
- Garden Defense** Nov. 2007
iWin - Division 90 PC

Skills

3DS Studio Max	Premiere Pro	Maya
Photoshop	After Effects	Game Design
Microsoft Excel	Flash	Story Writing

Education

- The Art Insitute of Seattle** July 2005 - Mar. 2008
Seattle, WA
Bachelor of Fine Arts, Game Art and Design
Cumulative GPA: 3.8/4.0
Honors: Dean's List, President's List, Best Graduating Portfolio
- Whatcom Community College** Sept. 2002 - Dec. 2004
Bellingham, WA
Associates of Arts and Science
Cumulative GPA: 3.8/4.0
Honors: Dean's List, President's List