



EDUCATION

(August 2014 – present) **Miami University Interactive Media Major (4.0) Computer Science Minor (3.9)**

PROFESSIONAL EXPERIENCE

(August 2017 - present) **Miami University Esports Club Executive Board - Graphic Design**

(May 2017 - July 2017) **ID Tech Camps Technology Coordinator and Instructor** [idtech.com]

Coordinated setup and teardown of 64 workstations. Repaired computers on the fly.

Created web and game design lessons for eight understudies on a weekly rotation.

(May 2016 - May 2017) **Lead 3D Artist on Brukel Game** [brukelgame.com]

Constructed Agile environment art pipeline, oversaw model quality checks.

Produced WW2-era props and characters.

(May 2015 - Jan 2016) **Front-End Developer at Lampros Labs Startup** [lamproslabs.com]

Retrofitted older websites with responsive layouts and styles.

Led team in creation of Ruttle Design Group website. Consulted client directly.

Crafted wireframes and cost estimates for various clients including Viagii Line.

(Sep 2015 - present) **Miami University Engaging Technology VR Lab Technician**

Manages large collection of hardware for faculty/student rental. Gives Virtual Reality demonstrations.

(May 2015 - Sep 2015) **Lead Character Artist at Graphic Creative Startup**

Created character art pipeline from ground up. Led photoshoots and research.

Oversaw a team of texture artists, riggers, and modelers and delegated tasks.

(2009 - present) **Freelance Illustrator and Digital Artist**

SKILLS

2D & 3D Design - Adept with Photoshop, Illustrator, Premiere, 3DS Max, Maya, ZBrush, and Blender.

Object-Oriented Programming - Writes predominantly Java but understands C#, C++, Python and Ruby.

Team Leadership - Organized numerous group projects utilizing Agile/Scrum methodology.

Web & Interactive Design - Uses JavaScript/jQuery, SCSS, HTML, Jekyll, Meteor and PHP.

Game Art, Design, & Code - Attends monthly game jams; works with Unreal and Unity game engines.

Published Writer and Editor - Liberal arts background beginning in high school (Providence Extension Program).

Mentor - Years of experience advising apprentices, releasing tutorials, teaching and tutoring.

RECOGNITION & AWARDS

Finalist at E3 Social Game Jam 2016 hosted by the ESA and AARP - Furrow

Best Digital Game at AIMS Games Festival 2015 - GRAVITY

Second Place in Robotics 3D Art Competition hosted by CG Cookie - Projekt Valour

Full Tuition Scholarship and Creative Arts Scholar at Miami University

Miami University's Dean and President's Lists