

Experience

Crystal Dynamics

Assoc. Environment Art Director | Feb 2024-current

Working on Perfect Dark as the bridge between World Art and Art Direction. Drives environment concept art including props and world kits by providing reference boards, paintovers, and iterative actionable feedback. Leads the world art departments in executing in engine at quality.

Lead Artist | Feb 2022 - Feb 2024

Collaborated as a member of the Senior Leadership Team on high level decision making, game pitches, Greenlighting, and production. Provided overall artistic vision for unannounced incubation team project. Drove both high level and detailed art direction for world building, character design, VFX, and animation. Hired and managed an art team of the following disciplines: Animation, Concept art, Character Art, Environment Art, Lighting, and Outsourcing.

Other notable tasks:

- Art Direction
 - Created guides for vision and tone, architecture, and external development
 - Reviewed and approved all concept art and in game art
 - Created paintovers and lighting keys
 - Directed storyboard creation
- Budget and Forecasting
 - Collaborated on budget allocations
 - Created and assessed estimates across art disciplines to forecast project costs
- Pitch and presentation experience
 - Collaborated with Creative Services (CS) team to create visual style for pitch deck materials
 - Collaborated with Game Director and CS on Greenlight presentations
 - Narrated and edited video pitch decks and presentations
- Outsourcing
 - Managed outsourcing for concept art, VFX, environment art, and character art
 - Collaborated on contracts and budget

Lead Environment Artist | Dec 2019-Feb 2022

Lead the Environment Art team for Games as a Service on Marvel's Avengers. Directly managed 7-10 artists across gameplay and cinematics while working closely with the Tech Art and production teams to build/solidify tools and pipelines, and maintain a sustainable schedule.

Other notable tasks:

- Key member of cinematic leadership
 - Provided paintovers and lighting keys
 - Reviewed cinematics with directors
- Individual contributions
 - Optimization for frame rate and memory
 - Co-development and implementation of Intel water for external partnership contracts
 - Built and maintained new optimized front end menus
 - Created art for 5 HARM rooms

Titles shipped:

- Marvel's Avengers Core Campaign +
 - Taking A.I.M
 - Future Imperfect
 - Cosmic Cube
 - Red Room Takeover
 - War for Wakanda
 - Discordant Sound
 - Spider-Man

Sucker Punch Productions

Sr Environment Artist | May 2016-Dec 2019

Provided world building and level layout for 10 combat spaces while overseeing and managing a total of 40 combat spaces. Modeled and textured assets, sculpted terrain and ran several small strike teams focused on challenge content, and various art explorations.

Other notable tasks:

- Assisted with the hiring pipeline
 - Reviewed portfolios and resumes
 - Reviewed candidate tests
 - Interviewed candidates
- Redesigned proprietary shader UI
 - Improved functionality
 - Increased shader reuse between teams
 - Collaborated with engineering on build out and testing
- Look Dev on various topics from visual language to structure design
- Worked with engineering to create new waterfall tech
- Managed outsourcing for Mongolian Art Set
 - Determined which assets to be sent out
 - Provided reference and blockouts for meshes
 - Provided feedback/art direction throughout asset lifetime for consistency between vendors

Titles shipped:

- Ghost of Tsushima

Naughty Dog

Texture/Shader Artist | Feb 2009-May 2016

Primary responsibilities included sculpting and painting textures using Zbrush, Photoshop, and Substance Designer as well as UV'ing models and applying shaders using proprietary shader software. Guided outsourced assets through production and integrated them with in house art.

Other notable tasks:

- Created real time water/waterfalls
- Sculpted and integrated player and vehicle decals
- Look dev, creation and implementation hallucinogenic shaders
- Assisted in maintaining global shader library
- Titles shipped:
 - Uncharted 4: A Thief's End
 - The Last of Us
 - Uncharted 3: Drake's Deception
 - + Multiplayer DLC
 - Uncharted 2: Among Thieves
 - + Multiplayer DLC

Volunteer Work

Rookies Judge

2022 & 2023

Academy of Interactive Entertainment

Curriculum Advisory Board Member | 2018-2022

Education

Gnomon School of Visual Effects – Hollywood, CA

High-end CG certificate. December 2008

The University of Michigan - Ann Arbor, MI

BFA in multimedia arts. December 2005

Graduated Cum Laude

Proficiency in: Maya, Zbrush, Adobe Photoshop, Adobe After Effects, Substance Designer, Unreal Engine, JIRA, Confluence, Shotgrid, and Perforce

Working Knowledge of: 3D Studio Max, Blender, Substance Painter