
PROFILE

Character modeler and concept artist with a strong background in digital and traditional illustration, looking to gain experience in the video games industry.

EDUCATION

VanArts (Vancouver, BC)

2008-2009

Game Art & Design Diploma

- classes included concept art, character modeling and life drawing

Sheridan College (Oakville, ON)

2000-2003

Illustration (Interpretive) Diploma

- Sheridan Scholar (GPA of 3.8 or above)

WORK EXPERIENCE

Freelance illustration and web design

1997-Present

- Created illustrations for publications, web sites, and private commissions
- Developed web sites and print material for businesses
- Ran the business, worked with clients and collaborated with other professionals to produce web sites

SKILLS

- Developing characters and worlds from concept design to completion
 - 3D character and environment modeling (high and low poly) in Maya, ZBrush and some 3DS Max
 - Digital and traditional painting, drawing and sculpture; knowledge of anatomy, color and composition
 - Model sheet drawing
 - Next gen texturing, including generating normal maps from high res models using ZBrush, xNormal and CrazyBump
 - UV mapping in Maya and Headus UVLayout
 - Lighting for characters and environments
 - Extensive experience with Photoshop (10 years) and Illustrator (7 years)
 - Photography, reference gathering and image editing
 - Graphic and web design (HTML, CSS)
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