

Objective:	To acquire a position as a Technical Artist in the video game industry.
Training/Education Spring 2011	Worcester Polytechnic Institute , Worcester, MA GPA: 3.90 Bachelor of Science: Double major in Interactive Media and Game Development(artistic-track), and Computer Science Honors & Awards: Presidential Scholarship, Charles O. Thompson Scholar, IMGD Outstanding Junior, Dean's List
May 2007	The Boston University Center for Digital Imaging Arts , Waltham, MA 3D Animation Certificate
Skills	<ul style="list-style-type: none">◆ Software: Autodesk Maya and Motion Builder; Pixologic Zbrush; Adobe Photoshop, Illustrator, After Effects, Premiere Pro, Audition, Encore; Spiral Graphics Genetica.◆ Languages: Maya Embedded Language (MEL), Maya API, Python, Java, C++, pyQT.◆ Artistic: Rigging, Scripted automation, Tool building, Modeling, Texturing, Animating, Lighting, Compositing, Motion capture processing.◆ Engines: Unity Engine, C4 Engine.
Related Experience 5/10 – 8/10	Technical Artist Intern, <u>Dejobaan Games LLC</u> <ul style="list-style-type: none">◆ Conducted research and prototyping on procedural modeling.◆ Developed modular node-based modeling tool
8/09 – 3/10	Technical Artist <u>Blinding Silence</u> . A sound based puzzle game created at Worcester Polytechnic Institute . <ul style="list-style-type: none">◆ Awarded Best MQP of 2010 by the WPI IMGD department◆ Designed and implemented a game as part of a four person team.◆ Created models, rigs, shaders and levels for the game.◆ Assembled a motion capture facility; captured and cleaned data for over 20 animations.◆ Built tools to facilitate easy level building and asset integration.◆ Cleaned, finalized and integrated game assets.
1/09 – 8/10	Student Assistant, Worcester Polytechnic Institute Aided students of assorted courses in learning fundamental 3D and game development skills.
Spring 2008	Lead Producer <u>Havet Research</u> . A five day Alternate Reality Game (ARG) run at Worcester Polytechnic Institute as a final project for <u>Storytelling in Interactive Media and Games</u> . <ul style="list-style-type: none">◆ Lead a team of 25 students to plan and execute an ARG in only 10 days.
4/07 – 6/08	Effects and Rigging Artist <u>The Stormy Night: A Zak and Dakota Adventure</u> . A short film created at the Center for Digital Imaging Arts for the Children's Hospital Boston to help children become aware of cancer. <ul style="list-style-type: none">◆ Worked as part of a team to create several chapters of the film.◆ Created dynamic effects including fire, smoke and sparks.◆ Dynamics work included the use of Maya fluids and particle systems.◆ Modeled, textured, rigged, skinned, and scripted primary and secondary characters.