

<b>Objective:</b>	To acquire a position as a <b>Technical Artist</b> in the video game industry.
<b>Training/Education</b>	<b>Worcester Polytechnic Institute</b> , Worcester, MA <span style="float: right;">GPA: 3.92</span> December 2011 <b>Bachelor of Science:</b> Double major in Interactive Media and Game Development(artistic-track), and Computer Science <b>Honors &amp; Awards:</b> Presidential Scholarship, Charles O. Thompson Scholar, IMGD Outstanding Junior, Salisbury Award, Dean's List
May 2007	<b>The Boston University Center for Digital Imaging Arts</b> , Waltham, MA 3D Animation Certificate
<b>Skills</b>	<ul style="list-style-type: none"><li>♦ <b>Software:</b> Autodesk Maya and Motion Builder; Pixologic Zbrush; Adobe Photoshop, Illustrator, After Effects, Premiere Pro; Eclipse; Visual Studio.</li><li>♦ <b>Languages:</b> Pymel, MEL, Maya API, Python, Java, C++, PyQt, CGFX, XML.</li><li>♦ <b>Artistic:</b> Rigging, Scripted automation, Tool building, Modeling, Texturing, Animating, Lighting, Compositing, Motion capture processing.</li><li>♦ <b>Engines:</b> Unity Engine, C4 Engine.</li></ul>
<b>Related Experience</b>	<b>Technical Artist (contract and intern), Dejobaan Games LLC</b>
5/10 – 9/11	<ul style="list-style-type: none"><li>♦ Conducted research and prototyping on procedural modeling.</li><li>♦ Developed modular node-based modeling, animation, and texturing tool.</li><li>♦ Worked with designers and artists to ensure the tools met their needs.</li></ul>
8/09 – 10/11	<b>Technical Artist, Lead Developer</b> <b>Blinding Silence.</b> A sound based puzzle game created at <b>Worcester Polytechnic Institute</b> . <ul style="list-style-type: none"><li>♦ Selected for the Boston Indie Showcase at Pax East 2011.</li><li>♦ Awarded Best MQP of 2010 by the WPI IMGD department.</li><li>♦ Created models, rigs, shaders, levels, tools, and animations for the game.</li><li>♦ Assembled a motion capture facility; captured and cleaned data for over 20 animations.</li><li>♦ Built tools to facilitate easy level building and asset integration.</li><li>♦ Cleaned, finalized and integrated game assets.</li></ul>
1/09 – 3/11	<b>Student Assistant, Worcester Polytechnic Institute</b> Aided students of assorted courses in learning fundamental 3D and game development skills.
Spring 2008	<b>Lead Producer</b> <b>Havet Research.</b> A five day <b>Alternate Reality Game (ARG)</b> run at <b>Worcester Polytechnic Institute</b> as a final project for <b>Storytelling in Interactive Media and Games</b> . <ul style="list-style-type: none"><li>♦ Lead a team of 25 students to plan and execute an ARG in only 10 days.</li></ul>
4/07 – 6/08	<b>Effects and Rigging Artist</b> <b>The Stormy Night: A Zak and Dakota Adventure.</b> A short film created at the <b>Center for Digital Imaging Arts</b> for the <b>Children's Hospital Boston</b> to help children become aware of cancer. <ul style="list-style-type: none"><li>♦ Worked as part of a team to create several chapters of the film.</li><li>♦ Created dynamic effects including fire, smoke and sparks using particles and fluids.</li><li>♦ Modeled, textured, rigged, skinned, and scripted primary and secondary characters.</li></ul>