

current location: Mendon, MA, United States

available for offsite contracting

primary art tools:

- 3D Studio Max 2009, 2012
- Photoshop CS4
- Illustrator CS3
- xNormal
- Handplane

important technical skills:

- High-poly subdivision modeling
- Low poly optimization, using triangle count or strict on-card vertex counts
- Normal baking, working with synced tangent basis and object space maps
- Texturing for gamma-correct and incorrect lighting.
- Texturing anything from diffuse-only to the latest physically-based shaders.
- Matching client art styles closely from provided material
- Creating modular assets to client specification
- Creating user-friendly project files for easy in-house editing

abridged client history:

Firaxis Games – XCOM 2

- Created vehicles, structures, and props from start to finish.
- Textured using physically-based shading. Created damaged variants of assets.
- Worked closely with team to ensure assets fit perfectly into their environments.

Art Bully Productions, LLC – many projects

- Created dozens of assets from start to finish according to client specifications.
- Edited existing assets provided by client, created optimized LOD and collision meshes.
- Matched many different art styles and technical specifications.
- Worked with various client-provided tools.

Notable titles I contributed to:

- *Rise of the Tomb Raider* (Crystal Dynamics)
- *Homefront 2* (Crytek)
- *Homefront* (THQ Kaos)
- *The Darkness II* (Digital Extremes)
- *SOMA* (Frictional Games)

3Point Studios – Borderlands 2, Hitman Absolution

- Created modular weapons to fit with client's in-house systems.
- Created highly optimized low-poly models using on-card vertex counts.
- Baked normals using client's tangent basis plugins for xNormal.

Reiza Studios – Game Stock Car 2012 & 2013, Formula Truck & 2013 update

- Integrated completely into the art staff. Created dozens of modular buildings, props, textures, and more.
- Responsible for bringing assets ingame, creating collision and shadow meshes.
- Researched and worked from low quality historical reference photos.
- Worked with team closely to help modernize the visuals of the 2005 isiMotor 2 engine technology.

Gameloft – Modern Combat 4

- Created six vehicles to high-end mobile specifications, using baked normals and 2000-3000 triangle models.
- Needed to maintain a consistent style between each asset, made sure objects read easily for small screens.
- Matched models to concepts and reference, matched model scaling system.

Craneballs Studios LLC – Overkill 2

- Textured twelve weapons using classic diffuse-only methods, matching the style of existing assets.
- Limited time constraints, created several automated and reusable methods for texturing quickly.
- Made sure weapons had easy to read shapes and materials for small screens.

Pelikan13 / Nicalis – The 90's Arcade Racer

- Designed and created three cars for the Kickstarter-funded Unity engine game.
- Modeled high-poly car bodies and baked them down to low poly. Matched Unity tangent-basis using Handplane.
- Textured using the colorful art style of classic arcade racing games from the 90's.
- Designed cars to have a strong profile from the rear "chase" camera, based on 90's racing games.