

TECHNICAL SKILLS

MAYA

Rendering, modeling, rigging, MEL scripting, animation.

UNITY and UNREAL ENGINE

Scripting, asset management, gameplay programming.

PHOTOSHOP and MARI

Surfacing for both prerendered and realtime assets.

C++, C#, PYTHON

Scripting, gameplay programming, image editing, ray tracing.

ZBRUSH

Detail sculpting for high resolution assets.

PROFESSIONAL EXPERIENCE

IVC Greenville

Solutions Consultant

Helped generate sales and make connections for corporate virtual reality solutions.

**August 2013 to
December 2013**

CLEMSON MOTION CAPTURE LAB

Technical Assistant

Run capture sessions, clean complex data, address Blade template issues, and assist in data retargeting.

**January 2015 to
December 2016**

CLEMSON GENETICS GAME DESIGN

Game Designer

Worked with the Education Department to create a mod for Skyrim that teaches genetics concepts.

**December 2016 to
January 2018**

RELATED EXPERIENCE

SONY ONLINE ENTERTAINMENT

MENTORSHIP PROGRAM

Modeled assets and created textures optimized for the Unreal Engine

**Summer 2010 and
Spring through
Summer 2011**

EDUCATION

ART INSTITUTE OF PORTLAND

**Bachelor of Fine Arts
Game Art and Design**

**October 2008 to
September 2011**

CLEMSON UNIVERSITY

**Master of Fine Arts
Digital Production Arts**

**August 2014 to
December 2017**