***Cedar Flat Acres (2004-2007)***

Maintenance and Landscaping

***Ray’s Food Place (June 2011 - Present)***

Cashier

***Prototyping – Team Corruption***

- Worked together with a team during the Sony Online Entertainment mentorship program with the Art Institute of California – San Diego

- Team was assigned to build a level based on the Everquest game’s art style

- Created 3D assets and unwrapped them for texturing by other members on the team

- Helped concept and re-design some of the props used in the final scene

Bachelor of Science in Game Art and Design March 2011

The Art Institute of California – San Diego

- 3D Studio Max

- Maya

- Adobe Photoshop

- Z-Brush

- Unreal Tournament 3 Engine

- MEL Scripting Language

- Linden Scripting Language (LSL)

Honest, punctual, hard-working individual with over three years of educational experience in modeling, unwrapping, and texturing environment and character props for video games.

Loves to bring others’ ideas to life, and strives to make things better. Open to new ideas and willing to learn.