
Summary

- ✓ 5+ years of professional games industry experience across Mobile/X360/PS3/Wii
- ✓ Expert proficiency in Maya, MEL/Python, MotionBuilder, Photoshop, Zbrush, Unity, UDK
- ✓ Strong knowledge & understanding of game production pipelines/workflow
- ✓ Solid foundation in animation principles, body mechanics, anatomy, form, weight
- ✓ Skilled 2D & 3D Artist/Animator: characters, environments, props
- ✓ Proactive doer & problem solver: providing value-enhancing solutions & executing them
- ✓ Currently developing an interactive visual novel/storybook/game for iPad
- ✓ Diploma graduate with 3.8 GPA in 2 year, 7 course/quarter, full-time program at CDIS/AI

Professional History

Slant Six Games Technical Animator, Rigger - TFT 2010 - 2011

- **Resident Evil: Operation Raccoon City** (PS3 / X360) - developing & maintaining skeletons & rigs, weights & expression scripts, modeling & animation fixes, character production process improvements, art asset optimization & integration

Electronic Arts Canada Technical Artist - TFT 2008 – 2009

- **Fight Night Round 4** (PS3/X360) – maintain rigs, develop weights & expressions, tune muscle & cloth deformation parameters, art asset optimization & integration
- **EA Sports Active** (Wii) – develop & maintain rigs, weights, expressions, and processes
- **Grand Slam Tennis** (Wii) – develop & maintain rigs & weights
- 3 other titles – develop weights, pre production planning, art asset management

Electronic Arts Canada Associate Technical Artist - TFT 2008

- **NBA Live 09** (PS3/X360) – develop weights, maintain rigs, tune deformation parameters, write technical documentation & tutorials
- **NCAA Basketball 09** (PS3/X360) – develop weights, tune deformation parameters, optimize & manage outsourced assets, technical documentation
- **Facebreaker** (PS3/X360) – develop weights, tune deformation parameters

Koolhaus Games Lead Technical Artist 2004 – 2006

- Two Unreal Engine 3 prototypes – develop & maintain models, rigs, animations, physics, create processes & workflows, art asset optimization & integration, write technical documentation & tutorials, studio artist trainer
- **Megatouch Mobile Arcade 2** (mobile) – develop, optimize & integrate art assets, manage builds
- **Novarunner** (mobile) – art asset optimization & integration, manage builds