



Professional Experience:

Lead Environment Artist

8/2001 – Present :: Idol Minds :: Louisville, CO

During my 10+ years at Idol Minds we have shipped five titles and begun work on another four and produced large volumes of DLC. During these projects I have been responsible for multiple areas of environment creation including:

- Lead Environment Position which includes scheduling, quality control, training, troubleshooting, coordination between departments
- Building level assets that include exterior and interiors of buildings, interior levels, destructible and non-destructible props, and collectible items
- Texture creation and application that include normal and specular maps
- Multiple technical aspects that include use of HAVOK and Unity, shader implementation, item, character and VFX placement, sound tagging, and application of scripting nodes
- Scene lighting and AO maps
- Animation of environmental assets

Additional responsibilities also include:

- Level Design
- User interface design for PS2 titles and supervisor role for PS3 titles
- VFX creation for PS3 title PAIN
- Company graphic design, logo creation and promotional design materials

Art Director

7/1997 – 8/2001 :: Raim & Associates, L.L.C. :: Tucson, AZ

As the Art Director at Raim I oversaw projects from conception to completion, which entailed being the creative force behind the projects' inception to following up the printed piece through press checks and a hands-on approach with printers. My responsibilities included design work for the company's major accounts, working with customers directly on specific projects, coordinating photo shoots, and overseeing the overall creativity of the Art Department.

Advertisement Night Supervisor

1/1996 – 7/1997 :: Greeley Tribune :: Greeley, CO

I worked for the Tribune as the graphics department night supervisor. This job entailed producing the advertisements that ran in the Greeley Tribune, original ad campaigns, and special section cover design. I also was involved with hiring artists/proofreaders and managing of day and night graphic employees (training, troubleshooting, discipline, etc.).

Education

University of Northern Colorado, 1996

Bachelors of Graphic Arts Degree, Minors in Drawing and Painting.

Primary courses included:

- Computer Graphics • Drawing/Life Drawing • Graphic Design • Painting
- Illustration • Advertising Design • Typography • Publication Production