

EXPERIENCE

MobilityWare – Jun 2016 - Nov 2021

Motion Graphics Designer (2017-2021); Graphic Designer (2016-2017)

Solely responsible for all in-house UA, App Store and Cross-Promo videos for game titles studio-wide. Worked with fellow Marketing teammates and other departments to plot deadlines, brainstorm strategies, cross-train and self-train for AE/Maya plugins.

- Capture and edit gameplay and live action footage
- Create storyboards and motion graphics for external and internal company use
- Create logos, app icons, 2D/3D characters, props, rigs, 2D/3D animations
- Find cross-departmental solutions with Live-Ops, UA and Dev teams
- Troubleshoot all 3D/Motion Graphics related roadblocks, bugs and glitches
- Conceptualize and mock-up new game concepts through video or illustration
- Create artwork and copy for IAMs (In-App Message) for in-game sales events
- Setup and maintain pipeline for video and IAM resizing for various devices

Engine Giant Entertainment, LLC – Jul 2013 - Oct 2016

Co-Founder; 2D/3D Artist; Voice Actor

Responsible for the ideation, creation and marketing of virtual goods sold within PlayStation® Home (virtual marketplace). Managed social media accounts (Twitter, YouTube), created and uploaded promotional videos and bi-weekly manga pages.

- Model, texture, light, rig, animate, and package virtual goods
- Capture and edit gameplay for promo videos
- Create original IPs for sale in the PlayStation® Home Store
- Record Voice Over and mix audio for Character Voice Packs for sale

Konami Digital Entertainment, Inc – Sep 2010 - Jul 2013

Digital Content Creator; 2D/3D Artist; Maya Generalist

Responsible for producing virtual goods for PlayStation® Home (3D animations/models, avatar assets and packaging). Utilized existing and creating new assets for popular brand IPs including but not limited to: METAL GEAR SOLID, Silent Hill, Pro Evolution Soccer, Castlevania, Frogger, Contra, Gradius.

- Taught self and small team to use HDK (Home Dev. Kit) and its many updates
- Model, texture, sculpt, animate, rig, package virtual goods for sale
- Pitch and create original IPs for sale in the PlayStation® Home Store
- Troubleshoot all 3D/Software related roadblocks, bugs and glitches

Whitney Digital – Feb 2008 - Aug 2010

Maya CG Generalist; Storyboard Artist

Create CG scenes for History/Discovery Channel: Cities of the Underworld, The Sun, Snipers, Science of the Movies, What You Can't See, Inside Extraordinary Humans, etc.

- Model, texture, light, rig, animate, and composite shots in Maya and After Effects
- Troubleshoot, learn and share new techniques/software with teammates

EDUCATION Art Institute of California; B.S. Media Arts and Animation – Jul 2004 - Dec 2007

SOFTWARE Autodesk Maya | Zbrush | Adobe After Effects | Photoshop | Animate | Audition
Clip Studio Paint | Esoteric Spine | JIRA | MS Office | Windows | Linux | Google Suite | Unity

