

Resume

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Work Experience

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| 2008 | Filter Films, Inc |
| | <ul style="list-style-type: none">- Illustration and Concept Art for film "<i>Temerity of Zim</i>" |
| 2007 | Electronic Arts, Inc |
| | <ul style="list-style-type: none">- Environment Concept and Lighting Design for Deadspace game.- Background Design and Painting for In-Game Cinematics for Simpsons game. |
| 2005 | Funkitron, Inc. |
| | <ul style="list-style-type: none">- Visual Development for Online Casual Games |
| 2004 | Imperial Go Cart, LLC. |
| | <ul style="list-style-type: none">- Character and Prop Design |

Education

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| April 2008 | BFA Art Center College of Design |
| 2004 | Gnomon School of Visual Effects |
| 2004 | Washington University in St. Louis |
| 2003 | Los Angeles Academy of Figurative Art |

Honors

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| 2006 | Publication by Design Studio Press |
| | <ul style="list-style-type: none">- Artwork featured in <u>In the Future</u> |
| 2002 | California Arts Scholar |
| | <ul style="list-style-type: none">- Awarded for Artistic Achievement |

Skills

Illustration, Ideation, and Conceptual Painting Using Traditional and Digital Media

Proficiency with the Following Software:

- Adobe Illustrator
- Adobe In Design
- Adobe Photoshop
- Autodesk Maya
- Corel Painter
- Google Sketchup