

Skills

- 3D Modeling and Animation in Maya and 3DS Max
- Mudbox and minor experience with Zbrush
- Adobe Photoshop, Illustrator, and After Effects
- Public Speaking
- Leadership Experience
- Certified ScrumMaster
- Experience making art for the Wii and DS
- Creating Particles and FX
- Experience working with proprietary engines

Education

Champlain College, Burlington, VT: B.S. in Game Art and Animation: 3.64 GPA _____ (May 2009)

Work Experience

Ludia Software _____ **3D Infographiste/Animateur** — (December 2009 - Present)
<http://www.ludia.com>
 Montreal, CA

- Jurassic Park: The Social Game, Iphone, Ipad, and Facebook (2012)
- The Price is Right: Decades, Xbox 360, PS3, Wii, Iphone, and Ipad (Q4 2011)
- The Bachelor and Bachelorette Video Game on the DS and Wii (Q2 2010)
- Waldo 2 on the iPhone, Wii, PC, and iPad (Q4 2010)
- Planet Fish on the Wii (Q3 2010)

DreamStone Studios _____ **Freelance Modeler/Animator** — (January 2011 - Present)
<http://www.dreamstonestudios.com>

- Unannounced Space RTS

Mistic Software _____ **3D Infographiste** — (June 2009 - November 2009)
<http://www.misticsoftware.com>
 Montreal, CA

- Hell's Kitchen Versus on the DSI (Q4 2009)
- Unannounced Wii Title (Q4 2010)

Emergent Media Center - UNFPA Game Addressing Poverty _____ **Artist** — (August 2008 - May 2009)
<http://emc-gamestakeonaw.blogspot.com> -- <http://www.breakawaygame.com/index.php>
 Winooski, VT

- Researched cultural and social norms of South Africa
- Facilitated interviews with South African locals in Cape Town
- Created and developed visual themes and promotional art

Emergent Media Center - CIMIT: Real-time Incident Preparedness Simulation _____ **Lead Artist** — (May 2008 - May 2009)
<http://rips.medicalsim.org/R3/>
 Winooski, VT

- Conceptualized and designed gameplay elements
- Designed and created interfaces
- Created artistic theme and generated icons and logos

Emergent Media Center - America's Army: Multiplayer map _____ **Lead Artist** — (May 2008 - Sept. 2008)
 Winooski, VT

- Conceptualized and designed multiplayer map
- Created and worked on Lighting
- Created Map in Unreal 2.5 engine modified by AA
- Created buildings and populated environments

Emergent Media Center: Volunteer work _____ **2D/3D Artist and Animator** — (Sept. 2007 - May 2009)
<http://www.champlain.edu/Emergent-Media-Center/Projects.html>
 Winooski, VT

- Participated in Learning 2007 Conference in Orlando, Florida
 - Created "Asymbolation," 3DArtist/Concept
 - Created "Phase 6," Artist/Concept
- Participated CIMIT 2007 Conference in Boston
 - Worked with professionals there to explain the uses of gaming for simulation and educational purposes
- Participated in Meeting Professionals International 2008 Conference in Houston, Texas
 - Created "A Social Sim," 3D Artist/Concept
 - Created "Going Green," 3D Artist/Concept
- Attended Digital Now 2008 Conference in Orlando, Florida
 - Met with and discussed educational gaming and emergent media with business Professionals
- Animated for IBM's "Game Tomorrow" project

Residential Life, Champlain College _____ **Residential Assistant/Peer Advisor** — (2007 - 2008)
 Burlington, VT

- Facilitated Common Ground debate discussions
- Managed and organized a group of Freshman advisees
- Mediated in roommate conflicts

Awards and Honors

Champlain College:

- Won 1st place Vehicle submission for Comicon Challenge _____ (2011)
- Graduated Suma Cum Laude _____ (2009)
- Awarded Dean's List 8 Semesters _____ (2005-2009)
- Awarded Team Excellence Award _____ (April 2008 and 2009)
 for Outstanding Small Group Communication

Moultonborough Academy

- Awarded Military award for Scholastic and Leadership Excellence _____ (2005)
- Successfully lobbied for Anti-Drug Coalition to the _____ (2005)
 Moultonborough School Board

Montreal International Game Summit 2008

- Guest Speaker on Turning Tides: A Game to Combat Gender Violence _____ (November 2008)

America's Army

- Released multiplayer map "Canyon" for public download _____ (December 2008)