

## Employment History

4/04-Present **STUDIOWHITE VISUALS**, Seattle, WA

## Freelance Artist & Writer

I provide **CONCEPT ART & STORYBOARD** support for VIDEO GAME STUDIOS, AD AGENCIES and MEDIA COMPANIES. My specialty is Pre-production and ideation for projects that need to get off the ground. I'm good at fleshing out story elements and building worlds.

**Clients include:** Hornall Anderson / Vossler Media / ArenaNet / SOE / Surreal Software / CBS / Gatorade / Dark Horse / Steve Jackson Games / Marvel Entertainment, etc.

**PLEASE INQUIRE FOR FULL LIST CLIENTS + GAME TITLES**

12/11-03/15 **Amazon Game Studios**, Seattle, WA

## Art Director/Concept Art Lead

**CONCEPT LEAD** for THE UNMAKING- Lead a team of three on the development of Amazon's first mobile game for the KINDLE HDX.

**ART DIRECTOR** for LIVING CLASSICS. I took over as AD leading a team of seven on Amazon's moving object game for the FACEBOOK platform.

6/07-06/08 **Sony Online Entertainment**, Bellevue, WA

## Cinematic Director

Created a Cinematic Pipeline that incorporated the Design, Modeling, Animation, Lighting and FX departments. My worked on story construction through writing, directing, storyboards, animatics, video editing, and production tracking. My job was to provide the story-driven visual language that would made our games unique.

**Projects:** THE AGENCY | The MATRIX ONLINE as STORYBOARD & ANIMATIC ARTIST

4/04-7/04 **Suckerpunch Productions**, Bellevue, WA

## Artist-Contract

Hired to CONCEPT pitches for the SONY PS3 platform.

Previously worked as a **MARKETING ILLUSTRATOR + CUT SCENE EDITOR** for SLY COOPER 2: Band of Thieves.

3/02-12/04 **SURREAL** Software, Seattle, WA

## Art Lead / Cinematics Artist

Lead a team of 12 on a LOTR: Fellowship of the Ring for the PS3. I created **CONCEPT DESIGNS / STORYBOARDS / LOW-POLY MODELS** as well as LIGHTING and RENDER setup using the Unreal Engine. I did Concept Design/Storyboards/Low-Poly Modeling/Lighting and Render setup using the UNREAL ENGINE, as well as **NONLINEAR EDITING**. PS2 Games: LORD OF THE RINGS: Fellowship of the Ring

**As Contractor:** THE SUFFERING- In-Game Video Cut Scenes and Cut-screen Designs THE SUFFERING II- Video Cut Scenes

2/99-3/03 **Cinemachine**, Los Angeles, CA

## Camera Operator / Creative Consultant

Camera Operator, Storyboard Artist, Title and Logo Design, Package Design, and Content Consultant.

**Documentary Film:** Frazetta: Painting with Fire about illustrator Frank Frazetta.

2/98-3/02 **BOSS Game Studios**, Redmond, WA

 **Digital Artist / Concept Art Lead**

I was a **MODELING / TEXTURE ARTIST** and **LIGHTING / SKYBOX ARTIST** as well as a **CONCEPT ARTIST** for WORLD DRIVER CHAMPIONSHIP and STUNT RACER 3K for the N64.

11/94-1/98 **Take 2 Entertainment**, Latrobe, PA

 **Digital Artist / Concept Art Lead**

I worked as an artist in **MODELING, TEXTURING, ANIMATION, CONCEPT DESIGN, STORYBOARDING, ART DIRECTING** and **R&D** for several PC PLATFORM games including but not limited to, RIPPER and BLACK DAHLIA which were both FMV (Full-Motion Video) games.

**Software Experience:** Adobe Master Suite | Sketchbook Pro | Clip Studio | Procreate | Blender

**Education**

9/90 **Art Institute of Pittsburgh**, Pittsburgh, PA  
Associates Degree majoring in Drawing and Painting  
Graduated with High Honors

4/99, 5/2000 911 **Media Arts Center**, Seattle, WA  
3-Day Editing Intensive Using Avid, Final Cut Pro, and Beta SP  
Canon XL-1 camera certification program

3/98-6/98 **Northwest Artist School**  
Studied painting with Henry Stinson, in Russian Impressionist style

**MORE WORK AVAILABLE UPON REQUEST**

