

## Qualifications

- 10 years of extensive gaming industry art experience in shipping AAA titles
- Advanced knowledge of high to low poly modeling and sculpting for game art and environments
- Proven ability to understand game design constraints and visual language to support gameplay
- Skilled in learning new proprietary tools and software quickly and efficiently
- Excellent eye for composition, creative world building and ability to work within optimization guidelines
- Successfully worked as Team Leader with artists, developers and producers
- Bilingually fluent in English and Spanish

## Software Proficiency

- |            |   |
|------------|---|
| • 3DS MAX  | • PHOTOSHOP                               |
| • ZBRUSH   | • XNORMAL                                 |
| • UNITY3D  | • VARIOUS GAME ENGINES                    |
| • UNREAL 4 | • VARIOUS TEXTURE & PROP EDITING SOFTWARE |

## Education

- ART INSTITUTE OF CALIFORNIA: LOS ANGELES | BACHELOR OF SCIENCE IN GAME ART & DESIGN | 2003 -2007
- President's Honor Roll

## Experience

### BONEY TOES PRODUCTIONS | FOUNDER & CREATIVE DIRECTOR | 2013- PRESENT

- Created successful 3d art business, focusing on architecture concepts & promotions
- Created designs and promotional content for public events
- Successfully developed online and offline marketing strategies for clientele

### ENVIRONMENT ARTIST 2B | WEB DEVELOPER & DESIGNER | 2013- PRESENT

- Developed and designed a single online source for experienced and novice Environment Artists, that incorporates game industry leading tutorials, education and career resources

### WARNER BROS ENTERTAINMENT | WORLD ARTIST | 2010-2012

#### GUARDIANS OF MIDDLE EARTH | XBOX 360, PS3, PC

- Developed entire levels from concept / blockout to final polish
- Key member of development team creating custom terrains and 3d models, utilizing sculpting tools
- Created 3d models, textures, lighting and implemented particle effects for various maps
- Scoped game levels for on-time milestone delivery

#### UNANNOUNCED "THIRD-PERSON" GAME | XBOX 360, PS3, PC

- Produced modular pieces with LODs and tileable materials
- Implemented optimization and collision fixes on sections of the map
- Excellent eye for prop and texture placement in the game map

#### GOATHAM CITY IMPOSTORS | XBOX 360, PS3, PC

- Implemented 3d modeling, sculpting, re-topologizing and texturing new game assets
- Strategically placed props and particle effects on various sections of the game maps
- Created textures utilizing SSbump Generator, to generate more depth and realism to materials
- Collaborated with entire Art Team to construct levels, maintain art style and complete on-time milestones

#### LORD OF THE RINGS: WAR IN THE NORTH | XBOX 360, PS3, PC

- Artistically developed background vistas for various maps
- Quickly generated foliage for game levels using SpeedTree software
- Created props, textures and set dressing of various maps
- Applied organic modeling experience with a heavy focus on zBrush sculpting

### MONOLITH PRODUCTIONS | WORLD ARTIST | 2007-2010

#### UNANNOUNCED "OPEN WORLD" GAME | XBOX 360, PS3, PC

- Designed and built interactive, destructible props for many environments
- Created main player "Hero" vehicle and utilized in-house tools to properly implement it into the map
- Modeled, textured and set dressing variety of props and environments
- Improved legacy game assets, with more detail, higher resolution textures, poly count and LODs
- Executed photo shoot from city high rises to capture roof top environments for research and visual reference for our development team

#### "FEAR 2: REBORN" | XBOX 360, PS3, PC

- Served as primary Environment Artist on the team for full production cycle
- Composed immersive environments based off concepts and reference images provided by level designers
- Quickly and competently developed various assets for in-game animation and interactive destructible states
- Created efficient, high quality hero assets, while maintaining to poly count and game design constraints

## Experience continues...

### "FEAR 2: ARMORED FRONT & TOY SOLDIERS MAP PACK DLC" | XBOX 360, PS3, PC

- Designed, 3d Modeled, UV mapped, textured, various props for multiplayer maps
- Collaborated with entire team to acquire visual content for various prop
- Designed and built interactive, destructible and static props for many environments

### "FEAR 2: PROJECT ORIGIN" | XBOX 360, PS3, PC

- Designed, 3d Modeled, UV mapped, and created textures, props and key pick-up items
- Collaborated with Character Art Team to implement my facial features for a character in the game
- Created efficient, high quality hero assets, while maintaining to polycount and game design constraints
- Optimized materials, 3d models, collision and physics

### UNANNOUNCED "FIRST-PERSON OPEN WORLD" GAME | XBOX 360, PS3, PC

- Prototyped, tested game layouts, props and game design concepts
- Successfully conceptualized environments and world objects
- Designed, 3d Modeled, UV mapped, and created textures and various props

### ISOPOD LABS | ENVIRONMENT ARTIST | 2006-2007

#### "VIGILANTE 8 ARCADE" | XBOX 360

- Created tileable Diffuse, Normal and Specular Maps for prop
- 3d Modeled, UV mapped, created textures and props within tight memory capacity
- Applied knowledge of Vertex Paint Modifier to apply color to tileable gray-scale texture maps

### GAME WIZARDS VIDEOGAME PRODUCTION | LEAD LEVEL DESIGNER | 2005-2006

#### "MONSTER SMASH" | PC

- Team Leader of a team of 7 amazing artists, creating the best visuals seen to date
- Developed innovative level design layouts, prop placement and game art, while pushing the visual capacity of Unreal Engine

### GAME WIZARDS VIDEOGAME PRODUCTION | ENVIRONMENT ARTIST

#### "MASK OF ETERNITY" | PC

- Designed, 3d Modeled, UV mapped, and textured low poly game assets with consistent art style and quality

## Professional Development

- SEO WEB DEVELOPMENT WORKSHOPS | MEETUP.COM | 2015-2016
- SMALL BUSINESS DEVELOPMENT | UNIVERSITY OF TEXAS IN SAN ANTONIO | 2013-2014
- WEB AUTHORING | SEATTLE CENTRAL COLLEGE | 2012
- LATIN AMERICAN STUDIES | SANTA MONICA COLLEGE | 2004
- CISCO CERTIFIED NETWORK ASSOCIATE CERTIFIED | SOUTHWEST TEXAS JR. COLLEGE | 1999-2002

## Startup Development

### ABUNDANCIA | CO-FOUNDER & MARKETING DIRECTOR | 2011-2013

- Co-founded Non-Profit Organic Farming Education and Cooperative
- Applied knowledge of design to create logos, layouts, promotional information and merchandise
- Network with various local organizations & businesses for funds and donations

References Available Upon Request