

Summary

Software proficiency:

- ✓ Photoshop
- ✓ 3ds max
- ✓ Illustrator
- ✓ Dreamweaver
- ✓ CSS and HTML

- Five years professional experience creating textures for 3D models, particularly for use with real-time 3D engines
- Four years of professional experience in information design, specializing in user interface design and information architecture for non-linear media
- Extensive graphic design background, solid 3D experience
- Knowledge of contemporary and next-generation real-time 3D technologies

Freelance Consultant

Boston, MA
2005-Present

MITRE Corporation and others

- Lead Artist on a prototype cell phone application for MITRE Corporation, developing graphic, black and white iconography, as well as a “language-independent” user interface that allows the application to be deployed in multiple countries with limited further development.
- Other work includes printed and electronic invitations and branding materials.

2D Artist

Structure Studios
Las Vegas, NV
2002-2005

Developed innovative techniques to overcome software limitations

Established branding for successful new startup company

- Created and managed a library of 700+ detailed, realistic textures.
- Redesigned the user interface for *Liquid Concepts*, and designed the UI for *Pool Studio*, directing its implementation.
- Created new particle systems for water effects (cascades, deck jets, spa “spillways”) in *Pool Studio*, designing the particle emitters, creating the textures, and setting the parameters.
- Designed ads, brochures and flyers, and trade show booth artwork, redesigned the company logo and stationery (letterhead, business cards, order forms, etc.), and redesigned and maintained the company web site.

Texture Artist

Sentry Studios
Las Vegas, NV
2000-2004

Core member of PC game development team

- Created highly accurate textures for first-person weapons for *Infiltration*, a popular modification for the PC game *Unreal Tournament* nearly published with the Game of the Year Edition. Also created textures for decoration models for maps, which ranged from aircraft to furniture.
- Designed the user interface for game setup, as well as the heads-up display containing player information (health, inventory, stamina, etc.).
- Collaborated on branding and packaging materials.

Production Artist

Cinoni, Inc.
Boston, MA
2000-2001

- Graphic designer for a software incubator company, responsible for front-end HTML coding, image creation, and creating prototype interface designs for client projects, including *Classwell: An Online Learning Center for K12 Teachers and Administrators*.

Internships

1993-1998

- 3 summers at Think, Inc., formerly Boston Business Graphics, 1996-1998.
- 3 summers at Apple Market Center Boston, 1993-1995.

Education

1997-2002

- Bachelors of Fine Arts, Connecticut College, Class of 2002
- Certificate of Achievement, Ammerman Center for Arts and Technology, Connecticut College