

## EXPERIENCE

### 3D Environment Artist, **Schell Games LLC.**

September 2022 - Present

- Created 3D Hard Surface and Organic environment rooms for Among Us VR: Polus Point.
- Created custom 3D modular kits and trim sheet textures for environment spaces.
- Researched and documented art style for 3 Unreal Engine 5 unannounced VR and PC game titles, as well as pipeline processes for production.
- Heavily optimized environment scenes through lighting techniques, mesh combining, texture atlasing, and material/ shader complexity techniques for PC, mobile, and VR platforms.
- Created custom procedural tools utilizing Unreal Engine 5's Procedural Generation tool and Geometry Scripting to speed up other 3D artists and game designers in blockout/model creation.
- Games Worked On: Among Us VR (Unity) - Released 2022
  - Among Us VR: Polus Point (Unity) - Released 2023
  - Silent Slayer: Vault of the Vampire (Unreal Engine 4) - Released 2024

### 3D Associate Game Artist

October 2021 - September 2022

- Responsible for modeling, lighting, and optimizing rooms for *Among Us VR*.
- Documented material exploration and created interactive game assets for *Silent Slayer* game.
- Collaborated with game designers and engineers on creating interactive game assets.
- Created High to low poly asset 3D assets for VR games using Unity and Unreal Engine 4
- Learned art production pipeline from beginning to end of production.

### Environment Artist Intern, **Art Department, The Ohio State University**

May 2020 - May 2021

- Created 3D environment assets and VFX particles for VR game in Unity.
- Worked closely with concept artists to interpret and develop assets for the game.
- Extensively modeled, textured, and placed underground environment pieces around multiple levels.
- Rigorously optimized and fixed bugs on each level to maintain texture and geometry budget.

### 3D Game Instructor, **ID Tech**

August 2021 - November 2021

- Taught kids between the ages 8-16 programs such as Maya, Blender, Adobe Premiere Pro, Adobe After Effects, and Unreal Engine 4.
- Created mini lessons tailored to teaching and assisting kids with project ideas from 3D models, special effects, compositing, and game engine tips.

### 3D Animator/Modeler, **The Ohio State Video Athletics**

January 2020 - August 2020

- Created 3D looped animations and VFX to go on scoreboards during sports games and events.
- Modeled, textured rigged, and animated 3D characters to do dances and gestures.
- Received and gave feedback to fellow animators.

### Freelance Web Design/3D Modeling

May 2017 - Present

- Worked on developing websites for clients through UI and HTML coding.
- Created 2D graphics for clients.
- Created 3D models and environments for clients based on concept art.

## SKILLS

- Character Rigging, Tool Creation, Scripting, Animation, Modeling, VFX
  - Software: Maya, Zbrush, Houdini, Substance Painter, Substance Designer, Zbrush, Speedtree, Blender, Cinema 4D, Photoshop
  - Engines: Unreal Engine 4 & 5, Unity
  - Languages: Python, Java, C#, HTML
  - Source Control: Perforce, Github, SmartSVN
- 

## EDUCATION

**The Ohio State University**, Columbus, Ohio  
Bachelor of Fine Arts in Art and Technology