



Summer 2008 Rare To Find inc. Tempe, AZ

3D Artist: Intern

- Created 3d Models and textures for an Xbox360 live arcade game.
- Developed rigs and concept art.
- Assisted other interns with 3d modeling and texture art.

2007-2008 University of Advancing Technology Tempe, AZ

Volunteer 3D Tutor

- Teach students the fundamentals of 3d modeling.
- Teach students various workflows and navigation techniques within 3ds Max and Photoshop.
- Describe the essential logic behind video game assets and actively answer student's questions.

2007-2008 University of Advancing Technology Tempe, AZ

Hibernation Mod (Unreal Ed 2): Project Lead

- Develop reasonable deadlines and guidelines for the team to adhere to.
- Develop the overall concept, game play and story line of the Mod.
- Develop level one and two in its entirety within the Unreal Ed Game Engine.

**Education:**

The University of Advancing Technology, Tempe, Arizona 2006 – 2008

- + **B.A. in Game Design, 4.0 GPA**
- + **Member of the National Honor Society**
- + **Nominated for Valedictorian**

The State University of New York College at Buffalo, Buffalo, New York 2004 – 2006

- B.S. in Computer Information Systems

Erie Community College, Williamsville, New York 2001 – 2003

- A.S. in General Studies with concentration in Computer Science