

An innovative and creative professional with a wide range of interests and background with a storyteller's mind and a keen eye for social trends. A lover of films and geek culture, an artist seeking to further his craft and encourage new ideas to sprout.

### SKILLS

- Over 10 years experience in 2-D and 3-D graphics, environmental/character design, illustration, and graphic design.
- Programs: **Photoshop, 3-D Studio Max, Maya, Zbrush, Final Cut Pro, Premiere Pro, Illustrator, Flash.**
- Programming Languages: HTML, CSS, PHP, JQuery
- Art Skills: Concept Art, 3D Modeling/Animation, Storyboarding, Matte Painting, Comic Art, Video Editing

### PROFESSIONAL EXPERIENCE

**Graphics and Marketing Manager** for **Adesso, Inc.** in Walnut, CA (February 2014 – current)

- Created **ads, color boxes, marketing materials, website, graphic design, and press releases** for the company's products. Also, established **social media presence**, increasing web traffic by 500%.

**Web Designer/Graphic Designer** for **Travelers Club Luggage** in La Palma, CA (May 2012 – February 2014)

- Revamped company's website, establishing **social media presence**, increasing web traffic by 200%.
- Created **proposals, ads, logos, 2013 Catalog, and patterns/illustrations** for the company's products.

**3D Contract Game Artist** for **Strange Games** in Alpharetta, GA; and **Dudu Poker (PC)** in La Mirada, CA (2011- 2014)

- **Dudu Poker** (2011) (PC game) - Created and rendered **3D models/environments** using 3D Studio Max.
- **Avatar Airwars** (2012) (Xbox 360 Live game) - Created 3D objects, logo, and screens
- **Paintball War** (2012) (Xbox 360 Live game) - Created 3D objects and environments
- **Paintball Wars 2** (2014) (Xbox 360 Live game) - Created 3D objects with Photoshop and 3DS Max.

**Art Director / Video Editor / Cameraman** for **KAC Media**, Los Angeles, CA (Oct. 2010 – May 2012)

- Worked as Art Director for **KAC Media** cable company, doing camera operation, direction, camera-switching, and editing various shows using Final Cut Pro.

**3-D Architecture Modeler / Graphic Designer** for **Lifescapes International.**, Costa Mesa, CA (Jun. 2007 - Feb. 2009)

- **3D modeling** (Animations, Environmental, Particle effects, Textures) and **2D** graphic design for site plan presentations.

**3-D Game Modeler/Animator** for **Celare Software**, Irvine, CA (Aug. 2004 – Feb. 2007)

- **PJ Poker** (2007) (PC game) - 3D work including characters, environs, textures, riggings, and animations.

**3-D Game Modeler/Environment Artist** for **Activision (Treyarch)**, Santa Monica, CA ( Mar. 2001 - Mar. 2003)

- **Shaun Palmer Pro Snowboarder 2** (2003) (PS2,GC,XBOX game) – 3D environments and lighting
- **Tony Hawk Pro Skater 2X** (2001) (XBOX game) – 3D environments and lighting

**3-D Game Modeler/Environment Artist** for **BlackOps Entertainment**, Santa Monica, CA ( Mar. 2000 - Sep. 2000)

- **The World is Not Enough** (2000) (PS game) – 3D environments and lighting

### EDUCATION

- Red Engine School of Design – studying in Creature Design, Char/ Design, Environment Concept, and Matte painting
- Gnomon School of Visual Effects – studying in 3D Animation, Character Modeling, and Zbrush
- University of California in Irvine, **Studio Arts B.A.** - studied in digital art, video, and painting

### OTHER

**Writer as** OC Movie Examiner for *Examiner.com*. (2007 – current)

