

overview

Expert digital art background utilizing a deep knowledge of design, layout, color, and composition. Strong 3D skills with an emphasis on modeling, texturing, lighting, and compositing. A very solid foundation in fine arts including, drawing, painting, and technical illustration. Good management experience in which effective teamwork, smart organization, quick problem solving, and an ability to work and meet deadlines under pressure are crucial.

experience

Zynga Game Network, Inc. | San Francisco Art Director

Mar 2010 - Present

Manage and train a team of highly-skilled artists. Dictate studio's art style which is recognized by many critics as one of the best-looking social games on Facebook. Responsible for multiple content pushes every week. Work closely with numerous product managers to execute new features and drive revenue.

*Awarded Zynga Rockstar Award for Excellence in Art

Zynga Game Network, Inc. | San Francisco 2D/3D Production Artist

Nov 2009- Feb 2010

Created game assets in Adobe Illustrator, Photoshop, and Flash. Helped redesign UI for a more concise, cohesive, and appealing user experience. Utilized my advanced skills and knowledge to help set a new bar in terms of quality, speed, and direction of art style throughout my studio.

Objectify, LLC | San Mateo iPhone Artist

Jul 2009 - Oct 2009

Produced art for iPhone Apps/Games including logos and game assets. Worked closely with game developers and producer to create low-poly 3D models under strict specifications.

Graphtech Graphics | Daly City, CA Senior Artist + Manager

Jan 1999 - Sep 2009

Helped grow the business from the ground up. Worked closely with multiple clients in marketing, identity, and design. Managed a team of designers, sales personnel, and production workers. Responsible for jobs with high-end clients such as Fox Sports, Comcast, and Bank of America.

education

BAS in Animation + Visual Effects

Ex'pression College for Digital Arts

Graduated with honors as Salutatorian and awarded Outstanding Service and Peer Mentor Awards

art skills

Design = ██████████	3D Modeling = ██████████	Video Editing = ██████████
Illustration = ██████████	3D Texturing = ██████████	Preproduction = ██████████
Animation = ██████████	Web Design = ██████████	Photography = ██████████

software

Photoshop = ██████████	Maya 3D = ██████████	After Effects = ██████████
Illustrator = ██████████	ZBrush = ██████████	Matchmover = ██████████
Flash = ██████████	Unreal Editor = ██████████	Final Cut Pro = ██████████