



<b>The Third Floor</b>	Los Angeles, CA	<b>April 2009- Aug 2009</b>
<u>Texture painter/previs artist</u>		
<i>Command and Conquer 4 (game cinematic)</i>		
<i>Jack The Giant Killer (2011)</i>		
<i>Arthur Christmas (2011)</i>		
<ul style="list-style-type: none"> <li>▪ Textured props and environments</li> <li>▪ Layout design</li> <li>▪ 3d modeling</li> </ul>		
<b>Naughty Dog,inc</b>	Santa Monica, CA	<b>Feb 2009- April 2009</b>
<u>Texture Painter</u>		
<i>Uncharted 2 amongst thieves (PS3 title)</i>		
<ul style="list-style-type: none"> <li>▪ Textured backgrounds of environments</li> </ul>		
<b>The Third Floor</b>	Los Angeles, CA	<b>Sep 2008- Jan 2009</b>
<u>3d environmental artist/Texture painter</u>		
<i>Alice in Wonderland (2010)</i>		
<i>Kingdom Come (2010)</i>		
<ul style="list-style-type: none"> <li>▪ Textured props and environments</li> <li>▪ 3d modeling</li> <li>▪ previs</li> </ul>		
<b>Treyarch/Activision</b>	Santa Monica, CA	<b>June 2008- Aug 2008</b>
<u>3d environmental artist/Texture painter</u>		
<i>Spiderman Web of shadows (Wii Title)</i>		
<ul style="list-style-type: none"> <li>▪ Texture painted props</li> <li>▪ 3d modeling</li> </ul>		
<b>ASYLUM Visual Effects</b>	Santa Monica, CA	<b>Jan 2008- June 2008</b>
<u>Texture Painter</u>		
<i>The Curious Case of Benjamin Button (2008)</i>		
<i>Under Armour (super bowl commercial)</i>		
<ul style="list-style-type: none"> <li>▪ Film and commercial projects</li> <li>▪ Textured digital doubles, boats, and props</li> </ul>		
<b>Giant Steps Studio</b>	Venice, CA	<b>December 2007</b>
<u>Lead Texture Painter/Modeler</u>		
<i>Lexus (web commercial)</i>		
<i>T-mobile (commercial)</i>		
<ul style="list-style-type: none"> <li>▪ 3d modeling</li> <li>▪ Textured digital sets</li> </ul>		
<b>Zoic Studios</b>	Culver City, CA	<b>Oct 2007- Nov 2007</b>
<u>Texture Painter</u>		
<i>Need For Speed- Undercover (game cinematic)</i>		
<ul style="list-style-type: none"> <li>▪ Textured Props and environment</li> </ul>		

**Sony (SCEA)** San Diego, CA

**Sep 2006- Feb 2007**

Lighting Artist/Texture artist

*Lair* (PS3 title)

- Assigned to light shots for game cinematic
- Painted texture maps

**EDUCATION**

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**The Art Institute of California**, San Diego, CA

**June 2006**

- Bachelor's Degree in Computer Science Matrix
- Emphasis of Study: Game Art and Design

**South Western College**, Chula Vista, CA

**January 2003**

- Associate Degree in Business Administration
- Emphasis of Study: Management