

EXPERIENCE

2008-2009 **Coin App - Phoenix, AZ**

Lead Programmer - Max Blastronaut (Xbox360/PC)

- Created multi-threaded, cross-platform game engine
- Developed game logic, AI, physics/collision, UI, and rendering
- Supported integration of SSAO, crepuscular rays, and depth of field
- Assisted game designer in developing data-driven production pipeline
- Used CLR Profiler, PIX, XNA Remote PerfMon, and NProf for performance tuning
- Won 2nd place in Microsoft Dream Build Play competition (dreambuildplay.com)
- More info at coinapp.com

2006-2008 **2XL Games, Inc. - Phoenix, AZ**

Artist - Baja: Edge of Control (Xbox360/PS3 - Shipped 2008)

- Modeled and textured environmental and vehicle assets
- Rigged vehicle and plant models for realistic movement
- Created and modified shaders in proprietary 2XL shader pipeline

Additional Programming - Baja: Edge of Control

- Designed and maintained in-house tools in VB, C#, and MaxScript
- Used GCM HUD (PS3) and PIX (360) for performance tuning
- Assisted on UI Programming

Outsource Art Lead - Baja: Edge of Control

- Visited outsource partners in China to assist early in the project
- Wrote specs and prepared assignments
- Monitored, checked, and organized returned assets
- Worked with other artists to create technical documentation
- More info at bajagame.com

2006-2007 **The Art Institutes Student Game Design Challenge**

Artist, Animator - Shanke (PC - Shipped 2007)

- Won national competition with our team of five AIPX students
- Modeled and textured environmental assets
- Modeled character assets
- Assisted in character rigging and animation R&D
- More info at shankethegame.com

2004-2005 **Volition, Inc. - Champaign, IL**

Software Tester - Punisher (Xbox/PS2/PC Shipped 2005)

- Started as one of six PS2 testers
- Became primary PC tester, later helped manage the three-man team
- More info at volition-inc.com

EDUCATION

2005-2008 **The Art Institute of Phoenix - Phoenix, AZ**

Game Art and Design

- Received a B.A. in Game Art and Design – March 2008 (GPA 3.7/4.0)
- Learned fundamentals of art as well as real-world applications

2001 - 2006 **University of Illinois (UIUC) - Champaign, IL**

College of Engineering – Computer Science

- Received a B.S. in Computer Science – May 2006 (GPA: 3.2/4.0)
- Participated in Game Development Studio in 2004 and 2005

SKILLS

- Proficient developing in C#, C++, VB, MaxScript, Java, Actionscript
- Proficient creating content with 3DS Max, Photoshop, Illustrator, and Flash
- Proficient profiling/optimizing with CLR Profiler, PIX, XNA PerfMon, and NProf
- Proficient working in a group using version control software such as SVN