

3D Artist Objective

Be a Creative Driving Force with an Experienced Passionate Team of Artists and Designers where I can Grow and Thrive.

Professional Experience

1/2007- Present. 2D/3D Artist. Riot Games.Culver City, CA.
Project: League of Legends (Release Date 2009)

Duties Performed: Concept Design
 3D Character/Environment Modeling and Texturing
 Ui Design/Ui Art
 Icon Creation
 2D Sprite Animation
 Particle FX
 Polish Outsourced Art Assets
 Resolve Technical Art Issues
 Improve Art Pipeline

1999-2007. Freelance Illustrator/Graphic Designer. Los Angeles, CA.
Client List: Riot Games, Hasbro, Disney Adventures, New Wave Entertainment, Ayzenberg,
Humunculus, Drunkmunky, GP Star, DayNa Decker, InfoMed, Ai Clothing

Duties Performed: 3D Assets
 Concept Design
 Broadcast Graphics
 Editorial Illustration
 Medical Illustration
 Identity Design
 Packaging
 Web Design
 Photo Compositing
 Apparel Graphics

Education

Gnomon School of Visual Effects, Los Angeles, California. 1/2006.
3D Studies.

Art Center College of Design, Pasadena, California. 12/2001.
Bachelor of Fine Arts Degree in Illustration with Honors.

Skills

Analog and Digital: Figure Drawing, Painting, 3D Modeling, Layout, Typography,
Communication Design, and Particle FX.

Computer Programs: Illustrator , Photoshop , Maya 8.0, ZBrush 3, MudBox 2009,
AlienBrain, Accurev, Image Ready, Painter, and Flash. Mac and PC user.