

EXPERIENCE

Art Director/Technical Artist/2D Artist, Queensguard (Remote) – November, 2022-Present

Leads visual design of game and marketing assets for *Shards Between Us*. Writes scripts for importing assets and animations. Develops shaders, focusing on unique visual style. Creates concept art and 2D assets, including backgrounds and tiles.

Freelance Illustrator, Darrington Press (Los Angeles, CA) – Summer 2022

Produced box art illustration for *Till The Last Gasp*. Created card and rulebook illustrations.

Freelance Concept Artist, Flying Mollusk (Remote) – Winter 2020

Created three concept art pieces for publisher pitch deck.

Concept Art Intern, Flying Mollusk (Los Angeles, CA) – 2019, 2020

Developed concept art for multiple game levels. Brainstormed visuals for exploratory environments.

SKILLS

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| Sketching | Illustration | Environment Design |
| Digital Painting | Unity | Blender |
| Adobe Photoshop | Adobe Illustrator | Adobe After Effects |
| Communication | Teamwork | Collaboration |

EDUCATION

Code Coven

Intro to Game Making – Fall, 2023

CG Master Academy

Fundamentals of Architecture Design – Fall, 2022

Environment Sketching – Summer, 2022

Rochester Institute of Technology

Illustration Bachelors of Fine Arts, Summa cum laude – Graduated 2020
