

EMPLOYMENT OBJECTIVE

To contribute to a creative working team in a way that maximizes my artistic, communication and solution-oriented skills.

JOB SKILLS

- Proficient in 3ds Max, Maya, Zbrush, Photoshop CS, Eter Effects
- Advanced knowledge of lighting/rendering/baking with Mental Ray and Vray
- Able to create texture maps (Diffuse, Specular, Normal, etc.)
- Ability to visually conceptualize ideas quickly through sketches
- Strong interdisciplinary fine arts background

WORK EXPERIENCE

3D Artist, Gameloft. Montreal, Quebec (March 2010-present)

- Worked in all aspects of level art production (modelling/texturing/lighting/effects/etc.)
- Assumed a leadership role coordinating a small team of level artists

CG Artist, Neezo Inc. Mississauga, Ontario (August 2006-March 2010)

- Worked in both Architectural Visualization and Animation Divisions
- Character and Environment concept, modelling, texturing, lighting and rendering

Concept/Texture Artist/CG Artist, Alias. Toronto, Ontario (June/July 2005 ,September 2005)

- Various freelance modelling/texturing/editing work

Architectural Modeler/Texture Artist, D'Arcy Dunal Architect. Toronto, Ontario (September 2004-August 2006)

- Produced and rendered architectural models based on plans

Freelancer, Various clients. Toronto, Ontario (March 2004-Sept 2004)

- Storyboard and Concept art work for film/advertising

Co-ordinator of city-funded mural painting group Urban Graphix, West Scarborough Neighbourhood Community Centre, Scarborough, Ontario (Summer/Fall 2001, 2002)

- Managed program's 2002 summer budget (\$28 000)
- Supervised and participated in design and painting of murals

EDUCATION

University of Toronto. Toronto, Ontario (2000-2004)

- Graduated with Bachelor of Arts, majoring in Visual Studies

Humberside Collegiate Institute. Toronto, Ontario (1995-2000)

- Graduated with an honour's certificate in bilingual studies (French Immersion)

REFERENCES

Available on request