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## Employment History

4/04-Present **STUDIOWHITE VISUALS**, Seattle, WA

### **Artist-Contract**

- I provide CONCEPT ART & STORYBOARD support for VIDEO GAME STUDIOS, AD AGENCIES and MEDIA COMPANIES  
My specialty is Pre-production and ideation for projects that need to get off the ground. I'm good at fleshing out story elements and building worlds.
- Some Clients include: Hornall Anderson / Vossler Media / ArenaNet / SOE / Surreal Software / CBS / Gatorade / Dark Horse / Steve Jackson Games / Marvel Entertainment, etc.
- PLEASE INQUIRE FOR FULL LIST CLIENTS + [GAME TITLES](#)

12/11-03/15 **Amazon Game Studios**, Seattle, WA

### **Art Director/Concept Art Lead**

- CONCEPT LEAD for THE UNMAKING- Lead a team of three on the development of Amazon's first mobile game for the KINDLE HDX.
- ART DIRECTOR for LIVING CLASSICS. I took over as AD leading a team of seven on Amazon's moving object game for the FACEBOOK platform.

6/07-06/08 **Sony Online Entertainment**, Bellevue, WA

### **Cinematic Director**

- Created a Cinematic Pipeline that incorporated the Design, Modeling, Animation, Lighting and FX departments. My worked on story construction through writing, directing, storyboards, animatics, video editing, and production tracking.
- My job was to provide the story-driven visual language that would made our games unique.
- Projects: THE AGENCY | The MATRIX ONLINE as STORYBOARD & ANIMATIC ARTIST

4/04-7/04 **Suckerpunch Productions**, Bellevue, WA

### **Artist-Contract**

- Hired to CONCEPT pitches for the SONY PS3 platform.
- Previously worked as a MARKETING ILLUSTRATOR + CUT SCENE EDITOR for SLY COOPER 2: Band of Thieves.

3/02-12/04 **SURREAL Software**, Seattle, WA

### **Art Lead / Cinematics Artist**

- Lead a team of 12 on a LOTR: Fellowship of the Ring for the PS3. I created CONCEPT DESIGNS / STORYBOARDS / LOW-POLY MODELS as well as LIGHTING and RENDER setup using the Unreal Engine. I did Concept Design/Storyboards/Low-Poly Modeling/Lighting and Render setup using the UNREAL ENGINE, as well as NONLINEAR EDITING.
- PS2 Games: LORD OF THE RINGS: Fellowship of the Ring
- As Contractor: THE SUFFERING- In-Game Video Cut Scenes and Cut-screen Designs
- THE SUFFERING II- Video Cut Scenes

2/99-3/03 **Cinemachine**, Los Angeles, CA

**Camera Operator / Creative Consultant**

- Camera Operator, Storyboard Artist, Title and Logo Design, Package Design, and Content Consultant.
- Documentary Film: **Frazetta: Painting with Fire** about illustrator Frank Frazetta.

2/98-3/02 **BOSS Game Studios**, Redmond, WA

**Digital Artist / Concept Art Lead**

- I was a MODELING / TEXTURE ARTIST and LIGHTING / SKYBOX ARTIST as well as a CONCEPT ARTIST for WORLD DRIVER CHAMPIONSHIP and STUNT RACER 3K for the N64.

11/94-1/98 **Take 2 Entertainment**, Latrobe, PA

**Digital Artist / Concept Art Lead**

- I worked as an artist in MODELING, TEXTURING, ANIMATION, CONCEPT DESIGN, STORYBOARDING, ART DIRECTING and R&D for several PC PLATFORM games including but not limited to, RIPPER and BLACK DAHLIA which were both FMV (Full-Motion Video) games.

### **Software Experience**

- Adobe Master Suite
- Sketchbook Pro
- Clip Studio
- Procreate
- Blender

### **Education**

9/90 **Art Institute of Pittsburgh**, Pittsburgh, PA

- Associates Degree majoring in Drawing and Painting
- Graduated with High Honors

4/99, 5/2000 **911 Media Arts Center**, Seattle, WA

- 3-Day Editing Intensive Using Avid, Final Cut Pro, and Beta SP
- Canon XL-1 camera certification program

3/98-6/98 **Northwest Artist School**

- Studied painting with Henry Stinson, in Russian Impressionist style

3/2003 **Henry Stinson**

- Month-long Painting intensive

3/2021 **CGMA- Master Academy**

- 8-WEEK courses: Anatomy of Folds | Fundamentals of Environment Design

**MORE WORK AVAILABLE UPON REQUEST**