

EDUCATION

+ Maryland Institute College of Art, 2011 BFA - Graphic Design major

SKILLS + SOFTWARE

- + Adobe Photoshop (illustration, texture painting, photo editing)
- + Adobe Flash (2D animation)
- + Autodesk Maya (environment and prop modelling)
- + Adobe Premiere
- + Web design (CSS, HTML)

WORK EXPERIENCE

- + Firaxis Games User interface artist; 2010 2012
- + Freelance Graphic design, user interface, video editing; 2012 present
- + Big Huge Games, User interface artist; 2015

PROJECTS

- + XCOM: Enemy Unknown PS4, XBOX 360, PC Firaxis Games (User Interface Artist)
- + DomiNations iOS, Android
 - Big Huge Games (User Interface Artist)
- + Tobuscus Adventures: Wizards iOS Game Mechanics & Tobuscus Inc (User Interface Artist)



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