
Objective

Whether I'm designing games or just doing the artwork for them, the greatest joy is bringing smiles to gamers everywhere. The second greatest joy is working with a like-minded development team who feels the same way.

Things I do to pay the bills

Independent Game Developer • Bellevue, WA • May 2011 – Current

Summary: Design, code, art, and sound—building everything behind an original AIR for Android title using Flash, ActionScript 3.0, and many pots of coffee

Project: A stylistic side shooter that takes Android game art in a new direction (in development) – available for viewing upon request

Responsibilities:

- ◆ Design an original game concept that has mass market appeal and intuitive touch screen controls that anyone can pick up and play
- ◆ Code the game from the ground up in ActionScript 3.0 with a constant stream of user feedback to create the perfect game experience
- ◆ Create artwork and animations using a combination of digital painting and 3d renders to give the game a unique look and feel

Character Artist • Callan Digital Studios, LLC • Tampa, FL • October 2009 – Current

Summary: Working from home with an elite team of freelance artists, I create 3d models for CG cartoon features... and whatever else pops up

Projects:

- ◆ Pilot episodes for various toy franchise inspired CG cartoon shows, including such subjects as: adorable fluffy rodents, brightly colored household appliances with faces, and excessively cute and highly fashionable babies
- ◆ TV commercials for successful longstanding toy lines that focus on: giant convertible robots, strategic board games, and a talking root vegetable that drives a car (yes, you read that last one correctly)
- ◆ Printed product packaging graphics made from CG renders of brick-based robot toy models for in-store displays of action figures

Responsibilities:

- ◆ Construct character, prop, and environment models based on popular children's toys via reference photos with exceptional accuracy
- ◆ Re-topologize models based on 3d scans of toy figures using Topogun to create meshes that will deform appropriately in animation
- ◆ Convert outsourced 3ds Max assets into Maya compatible files to be used within a Maya animation pipeline

Lead Game Designer and Artist • Webfoot Technologies, Inc. • Lemont, IL • February 2007 – February 2011

Summary: Working with a small contractor-based development team, I oversaw the design of Nintendo DS games and also created art for them

Projects credited as game designer:

- ◆ *Scripps Spelling Bee: Word Games* (Amazon Kindle) – A pack of 3 word puzzles to play between e-reading sessions
- ◆ *Scripps Spelling Bee* (DS) – A collection of word puzzles bundled up in one game—much more than just a spelling bee
- ◆ *Fancy Nancy: Tea Party Time* (DS) – A 2d side-scrolling game based on a popular children's book series

Projects credited as artist:

- ◆ *You Don't Know Jack* (DS) – DS edition of the multi-platform trivia game starring Cookie Masterson
- ◆ *Fabulous Finds* (DS) – Yard sale themed seek-and-find game where you sell your findings and redecorate your house
- ◆ *Dream Day Wedding* (DS) – Wedding themed seek-and-find game where you help couples get ready for the big day
- ◆ *Cubix Mania* (PC, iOS) – Casual block busting puzzle game that makes a great work day time waster
- ◆ *Alien Invasion* (PC, iOS) – Classic alien shooter game—great for when you need an escape to blast stuff into oblivion
- ◆ *American Girl: Kit Mystery Challenge* (DS) – Girls' mystery adventure game based on the movie, books, and toys
- ◆ *American Girl: Julie Finds a Way* (DS) – Girls' adventure game based on the book series and toy line

Responsibilities:

- ◆ Manage a small legion of artists, programmers, and sound designers within an iterative and incremental development pipeline
- ◆ Strategize the most efficient methods for the team to finish tasks within seemingly impossible deadlines to get the game out the door on time
- ◆ Set and manage internal production schedules to keep the team on task in between major milestones set by the publisher
- ◆ Write and illustrate game design documentation from high concept proposals to technical design references
- ◆ Document asset lists for everything in the game to track progress, keep organized, and stay sane
- ◆ Set artistic direction and style for portable games suited for children and casual players
- ◆ Test and tweak game features, systems, and controls until they feel fun, fluid, and intuitive
- ◆ Design user interfaces that compliment the resolution and touch screen features of portable devices
- ◆ Model, texture, and animate characters, props, and environments of various polygon counts and bitmap resolutions for use in 3d engines

My arsenal

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|-----------------------|-------------------|-------------------------|----------------------------|
| ◆ Autodesk 3ds Max | ◆ Adobe Photoshop | ◆ Pixologic ZBrush | ◆ Adobe Flash |
| ◆ Autodesk Mudbox | ◆ Autodesk Maya | ◆ Allegorithmic MaPZone | ◆ ActionScript 3.0 |
| ◆ Adobe After Effects | ◆ Topogun | ◆ HTML/CSS | ◆ ...and a lot of caffeine |

That education thing

The Illinois Institute of Art – Schaumburg • Bachelor of Fine Arts in Game Art & Design • September 2003 – December 2006