

SUMMARY OF QUALIFICATIONS

- Able to take criticism / adapt
- Adept at UI/ UX, 3D hard surface, UVing, texturing, game design, print, branding, web (front end)
- Peerless ability to create useable assets from very little reference
- Self-motivated; able to oversee a project from concept to completion
- Able to lead a team large or small
- Exceptional communication skills / strong collaborative spirit

PROFICIENCIES

3D

- Maya
- Unity / Unreal
- Zbrush

Raster / Vector

- Photoshop
- Illustrator
- Sketch

Web

- HTML
- CSS
- Bootstrap
- Wordpress



Motion

- After Effects
- Flinto



EXPERIENCE

KEY:  Day-to-day  Accomplishments



DALTILE SR. UX LEAD / CO-DIGITAL DIRECTOR JUNE 2018 – NOV 2019

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|---|--|---|
| <ul style="list-style-type: none">  Creating wires, low / high-fi assets • Adding components to Library & creating new templates • Daily meetings with internal / external teams • Strategize with stakeholders & leadership on process refinements • Invision uploads | <ul style="list-style-type: none">  Created a touchscreen solution for showrooms that reduced hardware costs by 147% & software costs by 100% • AR product sample asset creation • VR room constructed to showcase dynamic product material swapping | <ul style="list-style-type: none"> • Design lead look and feel of Mohawks three major brands: Daltile, Marazzi, & American Olean • Massive component library that spans across three brands • Developed a mind map for a next gen mosaic design tool |
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VERIZON UI / UX DESIGNER AUG 2016 - DEC 2017

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|---|--|---|
| <ul style="list-style-type: none">  Creating wires, low / high-fi assets • Daily meetings with internal / external teams • JIRA / Sprint reviews • Invision uploads | <ul style="list-style-type: none">  Created over 120 detailed UX documents • Zeplin / Invision uploads UX direction for dev / creative • AR Asset creation | <ul style="list-style-type: none"> • Part of exploratory team researching future tech • Motion graphics showcasing UX ?movement • Marketing/ promo artwork |
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VERIZON (CONTRACTOR) UX / UI DESIGNER NOV 2015 – AUG 2016

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|--|---|---|
|  <ul style="list-style-type: none">• Creating wires, low / high-fi assets• JIRA / Sprint reviews• Invision uploads |  <ul style="list-style-type: none">• Made sure the project didn't fall behind because of the company strike• Marketing/ promo artwork | <ul style="list-style-type: none">• Created large asset library for both creative / Dev |
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BARCLAYS (CONTRACTOR) UX / UI DESIGNER JAN 2015 – OCT 2015

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|  <ul style="list-style-type: none">• Creating wires, low / high-fi assets• JIRA / Sprint reviews• Invision uploads |  <ul style="list-style-type: none">• Helped contribute to the company's main style guide by adding new components / styles | <ul style="list-style-type: none">• Responsive design for desktop, laptop, mobile using bootstrap |
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CITY U CREATIVE DIRECTOR AUG 2013 – DEC 2014

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|  <ul style="list-style-type: none">• Creating wires, low / high-fi 2D / 3D assets• Daily meetings with internal / external teams• JIRA / Sprint reviews |  <ul style="list-style-type: none">• Created over 120 detailed UX documents• Shepherd all of the Invision uploads• Created unique 3D art style for City U buildings | <ul style="list-style-type: none">• First EVER full 3D shopping experience• Motion graphics showcasing UX ?movement• Researching future interactive ecom tech |
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MARQUEE PRODUCTIONS, INC LEAD UI/ UX DESIGNER NOV 2012 – JUL 2013

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|  <ul style="list-style-type: none">• UI / UX• Task delegation / management |  <ul style="list-style-type: none">• Helped shape company brand / style• Designed company website• Designed company business cards | <ul style="list-style-type: none">• Worked on two diereent game titles• Created over 27 unique UIs |
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PEARANHA GAMES ART DIRECTOR JAN 2010 – SEP 2012

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|  <ul style="list-style-type: none">• UI / UX• Task delegation / management• Game design |  <ul style="list-style-type: none">• Pipeline / naming conventions• 127 page design / achievement doc• Excel master asset chart (over 625 assets)• Branding (both IPs) | <ul style="list-style-type: none">• 50 animated visual mockups• Designed comapny website & social pages• Release of Rollgo / MuscleRacers on the App Store (iTunes) |
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IMAGINARY FORCES (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST APR 2012 – JUN 2012

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|---|--|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  <ul style="list-style-type: none">• Creating realistic displacement via Illustrator displacement technique | <ul style="list-style-type: none">• Fast cleanup of scanned objects to usable lite poly assets |
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SECRET PLAN STUDIOS (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST JUN 2011 – JUL 2011

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|---|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Rotoloni Regina - Message In A Roll Pt 1• Rotoloni Regina - Message In A Roll Pt 2• Created large scale environment with Vue |
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THE FAMOUS GROUP (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST NOV 2010 – DEC 2010

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|---|---|---|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Lexus Escape Commercial |
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SONY ONLINE ENTERTAINMENT ENVIRONMENTAL / HARD SURFACE ARTIST JUL 2010 – SEP 2010

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|---|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Quick turn around on assets• Large environments created for Twisted Metal |
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YU+CO (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST JUL 2010, SEP 2010, MAR 2011, APR 2011

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|---|---|---|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Pirate of the Caribbean 4 - Title work• LG Demo• The Green Lantern - Title work |
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MOSAIK STUDIOS (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST MAY 2010 – JUL 2010

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|---|---|---|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Matching in game story with cinematics for a AAA video game (Homefront THQ Cinematic) |
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VIRTUE PLAY, INC. LEAD ENVIRONMENTAL / HARD SURFACE ARTIST SEP 2008 – JUL 2009

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|---|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing• Meetings with other leads |  | <ul style="list-style-type: none">• Moon themed next gen game assets• Proprietary software tools UI design• Helping shape the game |
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REBURST STUDIOS, LLC LEAD ARTIST JAN 2007 – JUL 2008

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|  <ul style="list-style-type: none">• Managing the art & dev teams• Task delegation & management• Front end coding (HTML + CSS) |  | <ul style="list-style-type: none">• Proprietary software UI design• Brand identity• Created company website |
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HOLLYWOOD INTERACTIVE (CONTRACTOR) LEAD ENVIRONMENTAL / HARD SURFACE ARTIST JAN 2007 – JUL 2008

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|  <ul style="list-style-type: none">• 3D (asset creation)• Interfacing with art director & producers• Front end coding (HTML + CSS) |  <ul style="list-style-type: none">• Modeling iconic Hollywood buildings for online MMO.• Over 2,000+ reference photos taken |
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 **CREDITED GAME TITLES**

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|------------------------------|----------------------------|--------------------------|
| • The Silent Hill Experience | • Spyro: The Eternal Night | • Spyro: A New Beginning |
| • Lunar Racing Championship | • Rollgo (iOS) | • MuscleRacers (iOS) |
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 **UNCREDITED GAME TITLES**

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|--------------------------|-------------------|----------------|
| • BlackSite: Area 51 | • Stargate Worlds | • God of War 2 |
| • Emergent GDC Tech Demo | | |
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 **COMMERCIALS**

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|-------------------|----------------|-------------|
| • LG | • Lexus Escape | • Firestone |
| • Rotoloni Regina | | |
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 **MOVIES**

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|---|-------------------------------------|
| • Pirate of the Caribbean 4
(Title Work) | • The Green Lantern
(Title Work) |
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 **EDUCATION**

Savannah College of Art and Design
B.F.A (Computer Art)

 **REFERENCES**

Available upon request