

EXPERIENCE

- Art of Mr. Dicks**

August 2012 - Present

San Jose , CA

 - Freelance/Self Employed - Pursued creative aspirations and freelance contracts. Designed and developed personal line of merchandise and vinyl toys sold at various conventions. Also contracted to create a scale-able toy platform for a start up, Twitch overlay packages for twitch streamers and miscellaneous illustrations.

- Storm8**

January 2013 - April 2015

Redwood City , CA

 - User Interface Artist worked on various iOS titles including Kingdom Clash, Santa Jumper, Dragon Runner, Tap the Dragon, Orby: Virtual Pet and Cookie Smasher. Instrumental in the development of a UI animation tool as well as the creation of UI animation. Contributed on an agile dev team to produce prototypes.

- Zynga, Inc.**

October 2010 - January 2013

San Francisco , CA

 - FarmVille - Senior User Interface Designer - Created various UX flow and UI designs for features ranging from high profile charity campaigns, expansions, and everyday longevity and usability game play improvements

- Cryptic Studios**

March 2009 - September 2010

Los Gatos , CA

 - Neverwinter - User Interface Artist - Created power icons and various UI assets. Assisted SFX with source art.
 - Star Trek Online (PC) - User Interface Artist - Created art assets for the user interface. Created the ground & space HUD, menu, UI assets and various icons for the game.

- 24 Caret Games**

November 2008 - January 2009

Sherman Oaks , CA

 - retro/grade - Lead 2D Artist for IGF finalist build. (09' Independent Game Festival Finalist)

- Mass Media, a THQ studio**

September 2006 - November 2008

Moorpark, CA

 - Red Faction: Guerrilla (XBOX360) - 12 Propaganda print graphics for Volition. Including refining the overall graphic style that was used for packaging and marketing.
 - Stuntman 2 (PS2) - Optimized terrain and models. Textured & UV mapped props and multiplayer levels.
 - Tetris Evolution (XBOX360) - Created 90+ in game player icons, and 7 dual mode game skins.

- Full Sail Real World Education**

August 2004 - October 2006

Winter Park, FL

Lab Specialist in Character Animation. Assisted with curriculum, characters for students and a monthly lecture.

SKILLS

Adobe Photoshop, Adobe Animate (Flash), Adobe Illustrator, Autodesk Maya, 3D Studio Max, Xcode (GUI), Wrike, Jira, Perforce, Sketchbook Pro, Unity (Learning), Sketch APP (Learning), Indesign, Dreamweaver (HTML) and After Effects. Toy design, Creative Twitch Streamer, Animation, Sculpture, Illustration and Amateur Bartender.

EDUCATION

- Associate of Science Degree in Computer Animation**

2003

Full Sail Real World Education Winter Park, FL *focus - Maya

Awards: Perfect Attendance, Student Achievement, Class Salutatorian, Course Director Award