

## Experience

### Wayfair

1/2022 - 8/2022

#### 3D Artist - Architecture

- Created modular 3D assets for architecture scenes
- Integrated new 3D assets into existing architecture
- Gave training on Substance Painter to other architecture team members
- Developed an asset library and material library for wooden floor assets, saving hours of research and development time for all future architecture projects
- Optimized all existing floor assets and consolidated them into these libraries, reducing file size by 70% and render times by 10%

### Freelance 3D Artist

7/2018 - 1/2022

#### 3D Artist

- Created game-ready 3D models for use in virtual environments
- Created materials in Substance Designer, and textured models in Substance Painter for use in Unreal Engine
- Set-dressed and lit scenes within Unreal Engine
- Optimized environments and assets for VR performance

### Mons Corp

9/2017 - 7/2018

#### Lead Game Designer

- Collaborated with a team of 8 to create a video game, taking it from concept through post-production
- Designed and scripted game systems within Unreal Engine

## Education

### Savannah College of Art and Design

9/2014 - 6/2018

BFA Interactive Design and Game Development

Summa Cum Laude

## Skills

- 3D Modeling
- 3D Materials
- PBR
- Real-Time Rendering
- Architectural Visualization
- Procedural Materials
- Modular Asset Creation
- UV Mapping
- Optimization
- Agile Project Management

## Software Proficiencies

- Maya
- 3ds Max
- Blender
- Substance Designer
- Substance Painter
- Quixel
- Unreal Engine
- ZBrush
- TopoGun
- Headus UVLayout
- Git
- Perforce
- Adobe Creative Cloud
- Google Workspace