

Objective	To obtain contract or full time position as a 3D Environment Artist
Experience	Freelance / Contractor August 2007 - Present Saint Charles, IL <ul style="list-style-type: none">▪ 3D Modeler for commercial products, and environments.▪ Website design, client and outsource management.▪ <i>Clients: Digital Kitchen, Editworks(Shedd Aquarium), Free the City, Grand Hotel, Vtours USA</i> Senior 3D User Interface Artist June 2005 – June 2007 Midway Games, Chicago IL <ul style="list-style-type: none">▪ Graphic Design work related to menu navigation, maps, etc.▪ Lead Unreal Editor Artist, involving asset management, camera placement and lighting.▪ 3D Modeling of assets for interface conceptions, and grey box.▪ <i>Games: (Stranglehold, NBA Ballers Phenom, LOTRO)</i> 3D Environment Artist April 2003 – June 2005 High Voltage Software, Hoffman Estates, IL <ul style="list-style-type: none">▪ 3D Environment Artist, Level Conception▪ Object Modeler and worked with Havoc physics for unannounced game.▪ <i>Games: (Duel Masters, Family Guy, Leisure Suit Larry: Magna Cum Laude, 2 unannounced games)</i> Media Artist February 2002 – June 2003 Syntax Media, Warrenville, IL <ul style="list-style-type: none">▪ 3D Modeler and Texture Artist▪ Web Design, Development and Client Management
Education / Military	The Illinois Institute of Art – Schaumburg IL, September 2000 – September 2003 <ul style="list-style-type: none">▪ B.F.A. Media Arts and Animation United States Coast Guard – Telecommunications Specialist July 1996 – July 2000
Personal Projects	CG Cookie (http://www.cgcookie.com) Blender Cookie (http://www.blendercookie.com)
Proficient Software	3D Studio Max, Unreal Editor, Photoshop, Dreamweaver, MS Office, Wordpress, HTML, CSS