

Illustrator and designer with a passion for providing quality assets, instruction, and consulting with a variety of multimedia and design fields, including video games, graphic novels, illustration, and graphic design.

Clients/Employers

Randstad US, L.P. , May-Sept 2013

Operated computer terminal in completing Quality Assurance (QA) and other miscellaneous tasks in support of a local Boston area software development company on a contract basis. Worked and assisted teams within a Scrum/Agile development environment, using software such as Test Track Pro and Hansoft.

Boston Festival of Indie Games, Boston, MA 2013-present

Design Coordinator: Assisted design and marketing team with organizing and executing operations of an independent video game festival. Designed assets that helped team run a successful Kickstarter campaign. Designed assets for Guidebook app used during festival.

Part 12 Studios, Randolph, MA, 2013

Provided 2D conceptual art and in-game art assets on a freelance basis for several independent mobile games.

The NATIVE Project, Spokane, WA, Summer 2008

Summer Camp Art Instructor: instructed school age children (5-13) in basic art techniques in a day camp environment with coordination with a non-profit organization and local school districts. Assisted staff with other tasks as needed.

Eastern Washington University, Spokane, WA, Summer 2006

Office Assistant (AISP): Assisted American Indian Studies Program (AISP) in reorganizing and maintaining program records, as well as other miscellaneous office tasks as needed.

Projects and Publications

Independent Game Projects

"Unicorn Joust", 2013-2014

Worked with a small independent team to publish a mobile game on Google Play and iOS.

"Not Alone in the Dark", 2013

Worked with a small independent team to publish a mobile game on Google Play, iOS, and several other mobile platforms.

Team Robot Dragon, 2012

Provided 2D conceptual game art as part of an independent game development project.

Art/Design Projects

The Sketchbook Project- Brooklyn Art Library, Brooklyn, NY- 2012 to present.

Produced sketchbooks using a variety of techniques and mediums (illustration, comics, traditional and digital mediums) which toured with The Sketchbook Project on tour through cities in the US and Canada in 2013 ("Rogue's Magic Theater, "Night Ranger"), and is now housed with the Brooklyn Art Library collection. Participant in 2014 tour which is schedule to tour through cities in US and Canada ("Rogue's Remedies").

Rebel Forces- 2011 to present

Artist and co-writer for an independent comic in development. Other duties include designing and promoting comic's identity, including the main website, social networking, promotional materials and presence at conventions.

Awards/Volunteer Work

PAX East Enforcer, Boston, MA, 2013

Assisted as volunteer staff in the operations of the Penny Arcade Expo convention in Boston.

Mass DIGI Game Challenge, Cambridge, MA, 2012, 2013

Participated in a game pitch competition.

- 2012 Category Winner- "This Could be Big!" category.
- 2013 Participant- Honorable Mention

Boston Festival of Indie Games, Boston, MA, 2012

-Assisted as volunteer staff to help check in exhibitors and guests at festival, and general operations as needed.

Skills

- Proficiency in creating assets and work for Illustration, Graphic Novels/Storyboarding, Graphic Design (print/web), Animation and Games (2D/3D packages including Flash and Maya)
- Proficiency in Adobe CS5+, Corel Painter, and non-linear audio/visual editing software (Final Cut Pro, Adobe Premiere, Audition)
- Experience working with testing and game development related software (Test Track Pro, Hansoft)
- Experience working in a Scrum/Agile development environment.
- Basic knowledge of Japanese (reading/writing/translation)
- Available for consulting and instruction of traditional and digital art techniques.

Education

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts in Illustration, May 2011