

OBJECTIVE A creative hands-on role with a company dedicated to producing compelling content.

## WORK EXPERIENCE

### **Character Lead & Outsource Manager**

#### **SuckerPunch Productions/Sony Computer Entertainment America**

Bellevue, WA; November 2009–Present

- Lead internal and external teams for *Infamous2*, *First Blood*, *Second Son*, *First Light*, and unannounced IP.
- Established and managed internal and external pipelines.
- Responsible for quality bar, technical collaboration and pipeline direction.
- Collaborate with Art Director to establish and manage internal and external conceptual direction with project framework.
- Hands-on production of character modeling and texturing.

### **Art Director, ProductionRoad**

Seattle, WA and Los Angeles, CA; July–November 2009

- Art Directed external production efforts on unannounced projects for Eat Sleep Play and Electronic Arts, LA
- Consulted with multiple companies and managing vendor partnerships aligned to needs and goals, including Activision's *Transformers2*
- Contributed art assets to unannounced project for Eat Sleep Play.
- Established internal communication tools that streamlined internal and external management structure for outsource vendors.
- Worked to develop vetting criteria for outsourcing vendors.
- Worked to help develop standardized RFP and bidding structures for internal and external proposals.

### **Outsource Art Director, Character Lead, Midway(Surreal)**

Seattle, WA; September 2005–June 2008

- Established outsource pipeline for internal productions.
- Implemented tools that streamlined internal management structure for outsourcers.
- Worked with internal teams to determine needs, schedules, and improved workflow.
- Lead and guided the character team from a rough structure into a functional and focused pipeline
- Art directed character team to initial functional prototype, managed production tasks, integrated outsource vendors, and recruited remainder of internal staff.
- Art directed internal and external teams to a functional level implementation for *A52 Black Site*.

## WORK EXPERIENCE CONT...

### **Art Director, Ion Storm**

Austin, TX; January 2004–Closure, October 2004

- Art directed and developed the next incarnation of the *Deus Ex* franchise.
- Managed internal and outsourced art staff.
- Worked with design, programming and tech to determine the best visual results that aligned with the needs and goals of the franchise.

### **Studio Art Director, AMAZE Entertainment (Adrenium)**

Kirkland, WA; June 2002–January 2004

- Oversaw multiple projects in development to ensure visual standards were maintained.
- Developed new proposals and business development for future titles.
- Balanced internal staff expertise with respective project needs.

### **Lead Artist, Microsoft**

Redmond, WA; February 2000–February 2001

- Prototyped and developed new IP for Xbox.
- Worked with MS research and ATG to develop techniques and improved results for projects in development.

### **Partner, Creature/Character Supervisor, and Concept Artist, Atomic Cow**

Los Angeles, CA; June 1998–Closure, January 2001

- Developed creature pipelines and assets for several Miramax productions, and supervised several location FX shoots.
- Concepted FX and creature shots for internal development and director revisions.

### **Art Director, Kronos Digital Entertainment**

Pasadena, CA; July 1995–April 1998

- Developed and shipped original IP title, *Meat Puppet* and *Fear Effect*.
- Developed core character, cinematic and concept assets.
- Developed and pitched new IP.

### **Art Director, Virgin Interactive**

Irvine, CA; January 1994–June 1995

- Developed original IP with Clive Barker.
- Developed assets and art direction.

### **Production and Concept Artist, Sony Pictures Image Works**

Culver City, CA; January 1993–January 1994

- Contributed to several film productions as an FX artist.
- Developed story boards and concepts for several productions.

## FREELANCE WORK

### **Art Director, Junction Point Studios**

Austin, TX; 2005

- Establish content and prototypes for several IP proposals.
- Art Directed internal and external teams to functional prototype.

### **Artist/Concept Artist, Zipper Int.**

Redmond, WA; 2001

- Developed cinema storyboards and concepts for *Socom* and unannounced IP.
- Developed cinema assets.

### **Concept Artist, WXP**

Seattle, WA; 2001

- Created storyboards and concepts for development, and IP proposals.

### **FX Supervisor and Concept Artist, Rain maker**

Burbank, CA; 1997

- Supervised commercial production, created 3D assets, and post production.
- Created concept boards.

### **Concept Artist, Konami**

Culver City, CA; 1997

- Established outsource pipeline for internal productions.

### **Concept Artist, PDI**

Sunnyvale, CA; 1992

- Developed FX boards and concepts for film projects.

## EDUCATION

### **B.F.A. Illustration and Computer Graphics, Art Center College of Design**

Pasadena, CA; August 1989–December 1992

## TOOLS

**Maya, Max, Zbrush, Mudbox, Photoshop, Painter, Bodypaint3d, UVlayout, and UT3**

References available upon request.