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Qualifications:

- 8 and 1/2 years of professional experience as a digital artist, illustrator, and game artist.
- Solid grounding in traditional illustration concepts and techniques.
- Very proficient with digital illustration / painting / image editing tools including Photoshop, Painter and Illustrator.
- Very proficient with 3D Studio Max, with a focus on modeling, texturing and environment design.
- Fluent with both Windows and Mac OS platforms with excellent file management skills.

Professional Experience:

February 2004 - present

Freelance Illustration & Contract Work:

- **Steve Jackson Games:** Interior color illustrations for *GURPS Fourth Edition Basic Set: Campaigns* book.
- **Fantasy Flight Games:** Color card illustrations for *A Game of Thrones: Valyrian Edition* collectable card game.
- **FJ Gaming:** Interior illustrations for the *Samlaidh* role playing game book.
- **Contract:** Concept art for a new computer game under development.

July 2002 - February 2004

Blue Fang Games, LLC - Waltham, MA
2D / 3D Senior Artist:

- Concept art, environment design, style design, texturing and modeling of realtime 3D in-game objects and landscape elements for *Zoo Tycoon 2*.

September 2001 - July 2002

Freelance Illustration & Contract Work:

- **Clients included Fantasy Flight Games and Atlas Games:** Interior illustrations for *Nocturnum* (Cthulhu-themed), *Draconic Lore*, *Seven Strongholds*, *Seven Cities*, *Occult Lore*, and *Nyambe* d20 sourcebooks.

October 1996 - August 2001

Cyberlore Studios, Inc. - Northampton, MA
2D / 3D Senior Artist - Animator:

- Concept art, world design, and in-game illustration for several projects under development.
- Modeled, textured and animated in-game artwork, in both high-polygon and low-polygon 3D formats.
- Story-boarding, modeling, texturing and animation of complete 3D cinematic sequences and scenes for various projects.

Education:

- 1996 - Bachelor of Fine Arts, Illustration at the **Rhode Island School of Design**