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PROFILE:

A computer professional, digital designer and published artist with diplomas from NAIT's Computer System Technology program and NAIT's Digital Media Design program. Over the course of my career I have acquired skills in business programming and artistic design. These academic skills, along with my personal skill set, have allowed me to become a well rounded digital specialist.

SKILLS:

My skill set consists of; conceptual artistry, finalized art and 3D modelling, project visualization using specialty software, web programming and computer repair, all using an assortment of industry standard programs and methods.

EDUCATION:

Sept. 2008 - May 2010

Northern Alberta Institute of Technology - Digital Media Design -

Graduated and received a diploma in the Digital Media Design program specializing in 3D modelling, animation and character creation and design. These courses gave me experience with Flash, web design, Dreamweaver, Maya 3D, AfterEffects, Photoshop, story boarding and cinematography.

Sept. 2004 - Jan. 2007

Northern Alberta Institute of Technology - Computer Systems Technology -

Graduated and received a diploma in the Computer Systems Technology program in 2007 with high marks and an understanding of business application programming. These courses gave me experience with program logic, project leadership, system analysis, networking, database management, .NET suite, Oracle, and C#.

WORK HISTORY:

Jan 2010 - Present

Funky Reptile Designs - Freelance work: Art, Game Design, Tech Support, 3D printing -

As a local freelancer I provide services to many people in various industries from; Commissioned art assets for published games, art pieces, concept art, character design, finalized art, and animation for local individuals. Game design, storyboarding, design documentation, world building, level creation and project management for game development. Provide in-house 3D printing services / design of custom pieces (NES-pi, engineering prototypes) and costume props (such as wearable horns, prop weapons and masks). Provide web design and maintenance of web pages and social media support. Various software I use: Photoshop, Illustrator, Maya 3D, ZBrush and Unity Dreamweaver.

Feb 2016 - Present

Mint in Box Digital Games - Lead Artist, Game Designer -

A startup video game company located in Edmonton, currently with one released mobile game and two other games in development. My main role as the lead artist and designer is to; concept and create the 2d and or 3d art assets required for the games as well as help in the logic and gameplay aspect of each project. I also have additional roles in maintaining social media accounts, creating web pages, and posting updates to testers. I specialize in tool such as; Photoshop, Illustrator, Maya 3D and Unity.

May 2012 - January 2014

WorleyParsons Canada - Engineering Data Systems - Visualization Administrator -

WorleyParsons is a global Engineering, Procurement and Construction Management firm. My role as the Visualization Administrator was to: manage project model files and compile them as a full 2D and 3D environment using specialty software; provide technical support for the various software used by the designers, help desk support and software installation; model / file archiving and script creation. In addition I also assembled and cut videos, compiled visual aids such as icons, bulletins, training material, posters and prepared project presentation materials.

Jan. 2010 - 2015

Gauge Entertainment - 2D & 3D artist, Lead concept artist -

A startup video game company located in Edmonton consisting of several of my colleagues from NAIT My main role at Gauge was, as a 2D & 3D general and lead concept artist, to design and assemble many of the various in-game assets. Our team developed games in several engines for various devices. I had additional roles in maintaining wiki pages, creating web pages, handling social media accounts and voice work. I specialized in Photoshop, Dreamwaver, Maya 3D and Unity.

May 2007 - July 2011

Collector's Edge, Toys and Hobbies - Senior Associate & Product Specialist -

I started at Collector's Edge as a basic sales representative and advanced to semi-manager and contributed greatly to the stores overall day to day duties and handled some of the web design and advertising.

May 2006 - Jan. 2009

NAIT Nugget Newspaper - Comic Artist, Photo & Article Contributor -

NAIT's student run newspaper featuring various articles created by the student body.. At the Nugget I created a comic that was published in each weekly issue, as well as contributed material such as photos, video game reviews and various other columns.

AWARDS:

Received a WorleyParsons Praise Award for outstanding work on a media project completed for Kinder Morgan. The work consisted of a professional large print poster displaying the existing site with an overlay of the proposed project changes.

Received the Jason Lang Scholarship in 2009 due to my high grades and continued success in my studies. Placed on the Dean's Honour Roll for outstanding work and achievements in my second year of the NAIT DMD program.

VOLUNTEER:

"3DPrinting Meetup (Startup Edmonton)" - Co-Organizer and Participant - *Sept 2016 - Present*

An open, volunteer run, all ages group dedicated to providing; 3d printing techniques, demos, assistance, general news / information and demos to the Edmonton area about 3D printing. Meetings are monthly at Startup Edmonton shared space. As an event admin my responsibilities range from; event planning, demo setup, guest speaker scheduling as well as posting to social media about the events and keeping the community informed.

"Valentines Day Hair Massacure" - Proud Victim - *February 2012*

I volunteered in the yearly event as a "Proud Victim". I had my hair dyed pink and shaved while collecting donations, totaling over \$1400, over the course of several months for the Stollery Children's Hospital and Make a Wish Foundation.

"NAITScape" & "EDGEScape" - Organizer and Participant - *Fall 2007 - Fall 2009*

These game clubs were started during my time at NAIT, the club then carried over to Collector's Edge where games were held at the store. At both clubs I was the coordinator, regular participant and primary advertiser. My main goal was to promote the game and teach others basic rules and sportsmanship.

REFERENCES:

Available upon request.