

Work Experience	Zynga	<p>Principal Technical Artist 2022 - Present</p> <p>Senior Technical Artist 2019 - 2022</p> <p>Technical Artist 2015 - 2019</p> <p>Designer 2012 - 2015</p>	<p>Unannounced Game <i>iOS, Android</i> Prototyping Pipeline Development Gameboard Asset and Data Integration Unity and Maya Tools Development Visual Effects Animation</p> <p>Wonka's World of Candy <i>iOS, Android</i> Pipeline Development Unity Tools Development Data, Art, and Animation Integration Pre-Production, Launch, Live Cadence Visual Effects</p> <p>FarmVille 2: Country Escape <i>iOS, Android</i> Pre-Production, Launch, Live Cadence Gameboard Asset and Data Integration Animation Integration</p> <p>CastleVille: Legends <i>iOS, Android</i> Pre-Production, Launch Art Asset Integration</p> <p>FrontierVille <i>Facebook</i> Asset Creation and Implementation Feature Spec and Asset List Writing and Management Creative Copy, Quest Design, Asset Conception, and Balance Lead Team of Two</p>
	Buzz Monkey	<p>Designer 2011 - 2012</p> <p>3D Environment Artist 2010 - 2011</p>	<p>FrontierVille <i>Facebook</i> <i>Live Cadence</i> <i>Asset Creation and Implementation</i> <i>Vector Art Creation</i></p> <p>Tomb Raider: Trilogy <i>Playstation 3</i> Texture Up-Rezzing and Refactoring Level Lighting</p> <p>Tony Hawk: Shred <i>Wii</i> 3D Environment Modeling, Texturing, and Lighting</p>

Skills	<p>Software Unity, Visual Studio, Maya, Photoshop, Git, Perforce, Jira, Confluence, Google Sheets, Google Docs, 3D Studio Max</p> <p>Languages C#, Processing, Python, JavaScript, HTML</p>
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Edu	<p>Portland Art Institute 2005 - 2008</p> <p>Bachelor of Fine Arts in Game Art and Design</p>
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Etc	<p>Other Achievements Eagle Scout</p>
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