

## Qualifications Summary

Multifaceted professional specializing in 3D game environment creation, with broad experience in technical support, consumer education, and high-tech electronic sales. Proven leader on specialized taskforce projects with a talent for big picture analysis and quick grasp of solutions, followed by precise execution with a sharp eye for detail. Work effectively and efficiently in demanding, fast-paced environments. Well-respected for meticulous craftsmanship, clear communication, and ethical conduct.

### Software Skills

- Maya
- 3DS Max
- Zbrush
- Photoshop
- Illustrator
- UDK
- Crazybump
- Headus UV Layout
- MS Office  
Word  
Excel  
PowerPoint  
OneNote  
Outlook  
Publisher

### Key Accomplishments

- **Design:** Created fantasy multiplayer game level, *Relic*, using the Unreal Editor. Carefully planned map layout, lighting, player paths, and weapon placement to create engaging battles for players. Sculpted rugged cliffside ruins connecting to an underground river and cave system, employing game mechanics such as death and gravity volumes and particle effects. Crafted custom buildings, platforms and props using Maya and Photoshop to populate the environment.
- **Collaboration:** Managed finishing tasks for 3D capstone production team who launched the sky ship *Valiant*, the culmination of a two-year endeavor. Optimized teammates' 3D models and created new assets around established level concept. Imported and orchestrated final placement of props into *Valiant's* holds and chambers.
- **Versatility:** Trusted as primary go-to associate by managers and coworkers in Microsoft's flagship store for wide range of targeted jobs. Quickly mastered multiple, diverse roles on own initiative including sales, inventory management, technical support, customer instruction, community involvement, and visual operations. Sought out first to perform on a moment's notice due to highly adaptive depth of skill and competence.
- **Leadership:** Served as Editor-in-Chief of *Grapevine* literary magazine. Headed team of dedicated volunteers in creative material acquisition, editing, graphic layout, advertising, fundraising and production. Oversaw teaching of Adobe InDesign and Photoshop to newer team members.

## Employment History Highlights

PRODUCT ADVISOR (2012-present) – Microsoft Store, Bellevue, WA

- Coach customers on everything Microsoft – Surface, Window Phone, PCs, and Xbox, and close purchase transactions.
- Conduct one-on-one personal training and public workshops on Windows, MS Office, and Windows Essentials software.
- Implement storewide visual floor sets and produce graphic displays in Photoshop.
- Manage incoming and outgoing shipments and returns through remote AX database.
- Solve customer technical issues such as Microsoft account troubleshooting and email synchronization.

GAME TESTER (2011) – VMC Game Labs, Redmond, WA

SALES ASSOCIATE (2007-2011) – RadioShack, Bellevue, WA

- Promoted to key-holder, responsible for opening/closing and deposits, led visual merchandising, trained new hires.

## Relevant Experience

- New Skill Mastery: installed 2,000+ sq. ft. of hardwood flooring and tiled three showers in new home.
- Fiction Writing: created highly original fantasy short stories.
- Artistic Photography: constantly improving compositional eye through passion for photography.

## Education

**Bachelor's of Technology in Applied Design** (2009-2011) – Lake Washington Institute of Technology, Kirkland, WA

Phi Theta Kappa. 3.98 GPA. President/Dean's List all quarters.

**Associate of Applied Science, Animation/Game Design** (2007-2009) – Lake Washington Institute of Technology, Kirkland, WA

Phi Theta Kappa. 3.99 GPA. President/Dean's List all quarters.

## Professional development

3D Modeling for Games, FuturePoly (Spring 2012)

## Facets

Photographer, vegetarian, dog lover, video gamer. Thoroughly enjoy British comedy and sci-fi/fantasy movies, series, art, and video games. Passionate about progressive rock, taiko, epic soundtracks, dynamic design, and Pacific Northwest scenery.

To-do list: Complete 3D interactive warship environment in collaboration with local writer, learn game software programming, continue to improve and amp up 3D art skills, expand portfolio website with material from new projects, travel to the UK, Germany, and Japan.

References available upon request.