

## Profile

**Personal Qualities:** Hard-working and dedicated team member with a passion for creating 3D virtual worlds. Proven willingness to put in extra hours and go the extra mile to get projects done. Intelligent and well read, with the ability to apply a wide range of eclectic knowledge to develop creative solutions.

**Professional Skills:** Attentive to detail, and able to research and creatively solve problems. Adept at explaining technical issues to non-technical people. Enthusiastically open to both sharing knowledge and learning from others.

## Related Skills

- **3D Art:** Nearly ten years experience with Maya. Proficient in modeling, texturing, rigging and animation of game assets.
- **Computer Graphics:** Knowledgeable in rendering algorithms and concepts. Understanding of rendering pipeline and experience working with Open GL.
- **Coding:** Experience writing programs in C/C++, C#, Java, JavaScript, and MIPS. Knowledge of algorithmic performance, linear algebra, and object oriented design. Programmed several games in the Unity 3D engine.
- **Game Design:** Worked collaboratively on teams to develop gameplay mechanics
- **Project Management:** Familiar with agile methodologies and organizational tools such as JIRA/Confluence

## Experience

### **RESEARCH ASSISTANT (UNITY DEVELOPER), SFU Digital Health Hub (Apr 2016 - Oct 2016)**

Developing, updating, and maintaining Unity games used for digital health research

### **UNITY PROGRAMMER, Morpheus Mobile (Sep 2014 - Present)**

Adapted and created new dissociation reducing mini-games for the mobile version of the Morpheus software, used in treatment for PTSD

### **Maya 3D Modeler and Animator, Teradici Corporation (July 2015 – Aug 2015)**

Designed and Developed automated workloads using Python and Autolt 3 for use in testing common Maya 2016 tasks with Teradici's PCoIP technology

### **SOFTWARE DEVELOPER, Simon Frasier University (July 2013 – April 2015)**

Created interactive course materials and 3D visualizations

### **TEACHING ASSISTANT, Centre for Digital Media (February 2013) (August 2013)**

Provided support for the instruction of visiting students from the Communications University of China as part of the IDEA-X program. Helped students to better utilize Autodesk Maya and Unity 3D for their projects.

### **3D ART INTERNSHIP, V7 Entertainment (April 2013 – July 2013)**

Modeled and created UV maps for environmental art assets for V7's upcoming Xbox Live Arcade hockey game.

- Modeled and UV mapped five hockey arena environments based on photos of existing arenas
- Modeled one and UV mapped two in-engine cinematic sets for story mode based off movie stills
- Cleaned up meshes and standardized naming conventions

### **CHARACTER ARTIST/ TECHNICAL ARTIST, MDM Project – V7 ESL Game (2012)**

Member of a four person team that created 3D art assets for V7 Entertainment.

- Modeled and UV mapped three low polygon characters / Rigged, Skinned and Animated five characters
- Worked with the client to solve software compatibility issues and other technical hurdles

### **PROGRAMMER/TECHNICAL ARTIST, MDM Project – BBI Vehicle Spinner (2012)**

Member of a six-person development team challenged to create a promotional vehicle spinner for a game in thirteen weeks.

- Coded camera movement, vehicle selection and part selection
- Developed several environment designs and models, and took on creating meshes for internal vehicle parts

## Education

**Masters of Digital Media – Centre for Digital Media (UBC, SFU, BCIT, Emily Carr) – 2013**

**B.S. Electronic Art – Rensselaer Polytechnic Institute - 2011**

GPA 3.66 Graduated Cum Laude (Minor in Computer Science)

*Courses included: Game Development I&II; Animation I&II; Linear Algebra; Computer Science I&II; Data Structures and Algorithms; Experimental Game Design; Computer Graphics; Advanced Computer Graphics*