

TECHNICAL SKILLS // SPECIALTY

- Corel Painter, Photoshop, Illustrator, After Effects, Adobe Suites, and Traditional Drawing/Painting
- Specializes in Concepts, Color/Lighting, Digital painting, Character designs, Motion Graphics, UI, Type, and Illustration.

EXPERIENCE

Aristocrat Gaming / Iron Pixel Studios

Austin, Texas / Remote

Senior Illustrator / Production Artist

June 2021 – January 2024

- Manage art development between remote and outsourcing studios to implement new art packages across various mobile titles.
- Work closely with NFL and Aristocrat license stakeholders to ensure cohesion of the brand's art style.
- Spearhead wireframe workflows improving communication between departments and reduce development times.
- Deliver Blue Sky themes for leadership which include moodboards, presentation documentation, character designs and layouts.
- Present hand offs to stakeholders and drive game hand off to development teams.
- Create art packages for multiple mobile applications using digital illustration, concept art, storyboards, wireframes and animatics.

Mobile applications worked on: Big Fish Casino, Lightening Link and other unreleased titles.

AGS

Austin, Texas

Artist III

November 2017 – June 2021

- Conceptualize game branding from start to finish including: symbols, topglass, and feature gameplay.
- Contribute to creative process by using digital illustration, concept art, storyboards, and animatics.
- Implement wide variety of art styles and work closely with the art team to ensure cohesion of the game.
- Research and identify casino industry trends to better inform the art creation process.
- Work with motion graphics software such as Adobe After Effects to create short animations.
- Coordinate art development between remote and on-site studios.
- Collaborate with Game Designers, Art Director, Art team, and Programmers to create engaging games.

Games created: Marvelous Magic, Wild Tiki, Enchanted Pearl, Neptune Rising, Legend of the Moon, Cai Shen Cash, Bao Bei Cash and Vegas Lights; among others.

EVERI Games

Austin, Texas

Artist I

December 2015 – November 2017

- Create games from concept to completion; illustrate symbol artwork and render final in-game assets.
- Develop and execute creative designs for game play layouts, UI, logos, and title treatments.
- Communicate high-level concepts through digital illustrations, storyboards, and animatics.
- Experiment with a wide variety of art styles to match the direction of the game.
- Work closely with Art Director, Art Lead, Producers, Programmers, and other artists to create games.

Games worked on: Queen of the Hill, Penn & Teller, Witching Ways 2

Freelance Artist

Remote

Illustrator

September 2006 – Present

- Conceptualize different designs and artworks for clients and established brands.
- Design and develop merchandise encompassing prints, buttons, bookmarks, posters, notepads, stickers and commissioned pieces for both individuals and companies.
- Interface directly with customers at art shows to promote personal brand.
- Clients include: Paizo Publishing, Otakon, Insomniac, Tokyo 'n Tulsa, and Bombshell Miniatures

AWARDS

- Published in 'Infected by Art' Volume 9, 10 and 12
- Awarded 'Best Warrior' for 'Hades' piece by attendees at Dragon*Con 2014
- Published on DVD in issue #101 of ImagineFX as FXPOSE artist.
- Published in Exotique 7, Exposé 10, and Exposé 11 by Ballistic Publishing.
- Awarded 'Excellence in Storytelling' by Ballistic Publishing for 'The Doll Maker' in Exposé 10.

EDUCATION

- **University of Texas at Arlington**
Bachelor of Business Administration; Marketing