

PROFESSIONAL EXPERIENCE

Penn Game Studios

Jan 2024 - June 2025

Art Manager

Multiple Projects

I migrated legacy 2D projects between java and WebGL platforms, and integrated art, animation, and VFX into highly polished games of chance.

I also worked with the Art Director to define and standardize pipeline and workflows for the studio, while also mentoring other technical artists.

StudioArtician

2017 - June 2025

Principal Developer

Multiple Projects

I founded and ran a work-for-hire studio for 6 years, serving clients in entertainment and academic spaces, including HitPoint Studios, MIT Museum, Knowledge Matters Inc., and TogetherLabs WithMe. Select project examples below.

Together Labs

Aug 2021 - Aug 2023

3D Artist

WithMe

I and 2 other artists modeled, textured, integrated hundreds of props across a variety of biome themes. We developed initial inventories of User-Generated Content library assets, including modular environment assets and shared materials. I helped support engine migration from Unreal 4.x-5.2, mid-launch, as we maintained seasonal updates for the live service.

IMVU

2020 - 2021

Tech Artist

Project EGO

I owned the concept-to-delivery of realtime cutscenes, including the preproduction process, authoring the characters, environments, VFX, editing motion capture data, integrating, lighting, and animating in Godot.

I also authored and integrated multiple environments into the mobile multiplayer platform, contributing puzzle/scenario design, technical implementation and general design consultation.

HitPoint Studios

2020

Technical Artist

Bubble Planet

I supported visual development and technical problem solving for rendering in variable lighting conditions for an outdoor, realtime AR puzzle on mobile. I contributed to game design, development and technical integration of wide-area geographical, interactive, 3D, MR puzzle experience utilizing Niantic Research for MR's tech stack and consultation.

IMVU

2019-2020

Tech Artist

I adapted existing character models to 3DS Max CAT system, and created

IMVU Next

character motion suites with Mixamo content and custom animation support. I owned the concept-to-deliver of realtime cutscenes, including characters, environments, VFX, not limited to writing, storyboarding, animating, and engine integration. I also assisted with technical problem solving, gameplay and puzzle design, and general consultation.

Knowledge Matters

Feb 2014 - Dec 2024

Lead Artist

*VirtualBusiness
Suites*

Lead a team of 3 artists to develop character and environment asset library for ongoing, multi-generational education product line targeting multiple academic levels, management, and business simulation. I designed a modular character and clothing system, modeled, rigid, textured and animated 3D characters with hundreds of unique visual combinations, as well as dozens of building components, city views, and hundreds of objects for randomly-generated, modular environment construction. I also provided consultation for technology updates, engine improvements, and migration of content from pre-rendered sprites to a real-time 3D environment.

HitPoint Studios

2013-2023

Technical Artist
VFX Artist
Designer

*Civil War MR Project
Disney's Magic Timer
Barstool MR
Color BlastAR
Kody Kapow
Village Defender
Crayola ColorBlaster
Hell Mary's
Monster Launcher
Little Dream Home
Disney's Fairies
Seaside Hideaway
Bejeweled*

Over my time of working with HitPoint Studios I was challenged to use every discipline and skill in my toolbox, from general content pipelines of sculpting, modeling, rigging, animating, and integrating art assets, to overall tech art, VFX, UI, game design, and engineering. I worked with Java, ThreeJS, Phaser, Cocos, Unity, and Unreal game engines, publishing to web, mobile, AR/XR/MR, and bespoke platforms.

Many of my roles at HitPoint were technically senior-to-lead in nature, often involving technical or design consultation, but on each project I generally held multiple art responsibilities ranging from the above-described developmental tasks, to leadership and management roles for visual direction or art management.

HitPoint Studios was a very fast-paced work environment, often with multiple simultaneous projects, all of which required I wear multiple hats.

PB 'n Games

2013 - 2014

Cofounder
Principal Developer
Principal Artist

*Jade's Alpha-blast
Jade's Ups 'n Downs*

Founded and ran an 8 person studio to develop children's educational videogames. I developed cross-platform "Jade's" franchise for mobile and web-based youth academic platform based on the Unity game engine.

I was responsible for concept, game design, animation, art content, implementation, engineering, and all platform releases.

Turbine/Warner Bros

Staff Worldbuilder

*Lord of the Rings
Online*

I and a team of 6 conceptualized, designed, and constructed large gameplay spaces adapted from JRR Tolkien source material for Lord of the Rings Online MMO. I was responsible for art/environment content for Mines of Moria, Southern Mirkwood, and Enedwaith regions, which involved the generation and implementation of terrain heightmaps into proprietary game engine.

Electronic Arts

Cinematic Artist

The Godfather

Though my primary responsibilities on this project were for processing and integrating motion-capture data for in-game cutscenes, I also modeled, rigged, and integrated gameplay and cinematic props and weapons, authored NPC textures, and created several environments from the source material.

EDUCATION

University of Silicon Valley

Bachelor of Arts

Computer and Video Imaging; focus on Game Development; co-founded Game Design curriculum

Gnomon School of Visual Effects

Supplemental Education

Visual Effects in Film and Games, focus on process for creature, character, and environment creation.

EXTRACURRICULAR

Pioneer Valley Game Developers

Organizer

Boston Game Dev

Unreal Community Coorganizer

Game Developers Conference

Conference Associate

Tiny Mass Games

Participating Developer