

Education:

Bachelor of Science degree in Video Game Art and Design, '07
The Art Institute of California - San Diego

Experience:

Art Intern *High Moon Studios – Vivendi Games* '07

- Model and texture environmental assets for game levels
- Optimize asset and shader libraries within Unreal Engine 3
- Compose visually dynamic screenshots for promotional use

* *High Moon is currently working on Robert Ludlum's: The Bourne Conspiracy for Xbox 360 and PS3. It is slated for release summer 2008.*

Creative Director / Team Lead *Lost Disciples Prototype Team,* '06-'07
The Art Institute of California - San Diego

- Oversaw the creative direction of the project
- Collaborated with team leads and assigned weekly projects
- Generated documentation and promotional materials.

* *The student project won an award in the 2007 ARTimation festival, and was featured on Gamasutra.com and at the San Diego Chapter IGDA meeting in January '07. www.eyefoyadubaku.com*

Lead Concept Artist *Max Gaming Technologies - Cleveland, OH* '03-'05

- Created various concept designs for Dark Horizons: Lore 1 & 2
- Worked to produce print-ready character illustrations to be used in a sourcebook for the Dark Horizons traditional role playing game

Lead Graphic Artist *TheWiire.com - Rochester, NY* '04-'07

- Produced pixel-specific site mockups, and worked with programmers to implement those site designs
- Served as regular podcast panelist on the Wiire weekly podcast

* *The Wiire Podcast covers news on the Nintendo Wii and was featured on the iTunes Store front page to coincide with the November launch of the Wii. TheWiire.com has grown to be a popular site for reviews and upcoming news.*

Graphic Artist *The Register-Guard - Eugene, OR* '01-'03

- Served as a liaison between sales representatives and composing department to quickly design scheduled ads, logos, and artwork for advertisers
- Coordinated advertising for major donation accounts. This involved scheduling, budgeting, and designing ads
- Volunteered as a tour guide; tour groups commonly consisted of 15-30 people, mostly elderly or school groups

* *The Register-Guard is the second largest daily newspaper in Oregon. For its size, it is one of the few newspapers in the nation to continue family ownership.*

Software Knowledge:

3D Applications

3D Studio Max
Maya
Mudbox
Unreal Engine 2 & 3

2D Applications

Photoshop
Illustrator
Flash
InDesign
After Effects

Database & Office Applications

Perforce
Alienbrain
MS Word
Excel
Outlook

Professional Skills:

- Excellent verbal communication on the phone and in person
- Groomed from previous work experience to be very multi-task and deadline oriented
- Friendly, fun and energetic in nature

Extracurricular:

President and founder of the Arcade Club '05-'07

- Pitched the idea of building an arcade machine for students to school activity directors and executives
- Held school fundraising activities to pay for the arcade initiative
- Designed and built arcade machine to be used by the students in the lounge area

Author of the Eye of Yadubaku Postmortem article '07

- Wrote an article featured on gamescareerguide.com as well as gamasutra.com