

| Education |

- Certificate in 3D Animation & Interactive Media
Boston University, The Center for Digital Imaging Arts | Georgetown, DC. (2009)
- Bachelor of Fine Arts in Illustration
University of the Arts | Philadelphia, PA. (2007)
- Certificate in Specialized Art
Montgomery College | Rockville, MD. (2004)
- Certificate in Studio Art
Montgomery College | Rockville, MD. (2004)

| Profession |

- 3D Artist | Asset Creation for Online Video Game, “Moonshine Run”
Franklin County Historical Society. Rocky Mount, VA (2009)
- Publication | Educational Leadership, “Welcome to Our Virtual Worlds”
Full Spread Illustration pp. 48-49, March (2009)
- Exhibit: Invitational | Grace Lane Gallery, “Man & Machine: Marriage of Art and the Graphic Novel”
Costa Mesa, CA. (2009)
- Exhibit: Invitational | Montgomery College, “M.C. Alumni Exhibit”
Rockville, MD. (2005)
- Exhibit: Invitational | Gallery 9, “Diversity”
Bethesda, MD. (2004)
- Award | Certificate of Special Congressional Recognition, “An Artistic Discovery”
U.S. House of Representatives. (2002)
- Exhibit: Juried | Maryland College of Art & Design, (Painting Category), 2nd place
Kensington, MD. (2001)

| Skill Sets |

- Illustration training with traditional mediums and classical oil painting techniques.
- Illustration training with software applications and digital matte painting techniques.
- Experience with Autodesk Maya and the various techniques associated with low and high polygon modeling, realistic lighting, UV texture mapping, animation, and rendering.
- Experience with Pixologic ZBrush and associated techniques of high polygon sculpting, and normal mapping.
- Experience with Adobe Flash designing websites showcasing animated interfaces.
- Experience with Adobe Creative Suite in its entirety showcasing various graphic design processes.
- Conceptual renderings of 2D sci-fi/fantasy vehicles and creatures depicting viable industrial designs.
- Conceptual renderings of 2D sci-fi/fantasy atmospheric environments and landscapes.