

Team Projects

Lodestone (Artist)

May 2011 – Jun 2011

Mobile Game

- Worked with one programmer and design/create all level assets.

Last Survivor (Environment Artist)

Jul 2010 – Oct 2010

Mobile game for Pixel Factory

- 3D Modeling, texturing, lighting, rendering, 2d paint over.

Quintessence (Artist)

Jul 2009 – Nov 2010

3D PC Platformer

- Worked on 2 characters, several environment pieces, effects, and some interfaces.
- Problem solving with 2 internal producers, 7 programmers, and 5 other artists.

Education

Bachelor of Science: Game Art

Full Sail University: Winter Park, FL

GPA: 3.4 GPS: 102

Graduated Dec 2009

Master of Science: International Management

Troy University: Holloman AFB, NM

GPA: 3.7

Graduated May 2007

Work Experience

Volt/VMC/Xbox Live Arcade Game Tester

Jan 2011 – Jun 2011

- Test various Xbox Live Arcade Games and write up bug reports.

Full Sail University Intern/Lab Monitor

Aug 2008 – Apr 2010

- Tested out new curriculum and reported back to course director
- Monitored student computer labs

Otronicon lecturer/Assistant

Jan 2009 and Jan 2010

- Gave lectures on operating Unity
- Assisted in giving lectures in modeling and animation in Maya.

Yellow Transportation Houston Transportation Supervisor

Sep 2007 – Apr 2008

- Managed and assigned outbound freights

USAF Transportation Journeyman

Jun 2003 – Jun 2007

- Engaged in Operation Enduring Freedom and Katrina Rescue

Software

Maya
Unreal 3/UDK
Z Brush
Photoshop
Flash
Nuke
Illustrator
Unity
Crazy Bump
Final Cut Pro
Airplay UI Tool
Microsoft Office

Skills

Character Modeling
Environment Modeling
Hard Surface Modeling
Texture
Animation
Basic Rigging
Lighting
Shaders
Game Effects
Rotoscoping
Interface
Sculpting
Design/Concepting

Qualities

Analytical
Motivated
High Energy
Team Player
Openness to Learning
Commitment
Flexible
Adaptable

Languages

English
Mandarin