

Education

Carnegie Mellon University

December 2011

- ❖ Bachelors of Science in Computer Science
- ❖ Minor in Japanese
- ❖ QPA: 3.43

Experience

Telltale Games - Technical Artist (Rigging)

2016 - present

- ❖ Rigged characters and objects for 6 shipped titles.
- ❖ Created and automated new rig features in Maya, including dynamic simulation.
- ❖ Wrote and maintain internal tools for pipeline and animation support.

Golden Glitch Studios - Technical Artist (General)

2013 - present

- ❖ Implemented a unique environment asset pipeline, shaders, and lighting to support a 2D/3D hybrid graphical style for the Unity game "Elsinore".
- ❖ Rigged all characters and objects in the game and retargeted animations to five different rigs.
- ❖ Implemented all visual effects in the game, including particle systems and post effects.

Disney Research Pittsburgh - Lab Associate

2010 - 2012

- ❖ Supported the research team by developing pipelines to showcase new tools visually.
- ❖ Rendered results in Maya and compiled and edited conference submission videos.

Panasonic Electric Works (Japan) - Software Engineering Intern

2009

- ❖ Designed and prototyped an application that used input from sensors to automatically search the Internet and parse relevant results.

Other Projects

Adventure Game - "Socrates Jones: Pro Philosopher"

2013

- ❖ Did most of the programming and 2D art for a Flash game as part of an Independent Study for CMU's Philosophy department.

Alternate Reality Game - "The Wall Will Fall"

2012

- ❖ Contributed writing, art, and design for tvtropes.com's official alternate reality game.

Skills

Maya

Rigging, Modeling, Python, MEL

Photoshop

Texturing, Image Editing

Unity

C#, Mecanim, Shaders, Particle Systems

Premiere

Video Editing

Programming

C, C++, Java, ActionScript

Pipeline

ZBrush, MotionBuilder

Version Control

Mercurial, Plastic

Productivity

Jira, Trello, Confluence

Qualifications

U. S. Citizenship



Conversant in Russian



Conversant in Japanese