

OBJECTIVE Contribute professional art & design studio practices in a technology-driven environment and career.

EDUCATION **Cleveland Institute of Art (CIA)** **2010**
Bachelor of Fine Arts, TIME - Digital Arts: Game Design GPA: 3.825

TECHNICAL EXPERIENCE **Photoshop, Illustrator, InDesign, Alchemy:** 2D digital art & design, for both digital and physical output. Technical and stylistic experience with both raster and vector graphics/compositions.
Dreamweaver, Flash: Web & interactive media skills. Familiar with basic Actionscript and syntax native to HTML, CSS, and Javascript.
Cubase, Nuendo, Vegas, Soundforge, Soundtrack Pro, Audacity: Recording studio practices both in professionally established & self constructed environments. Sound performance, capturing, editing, mixing & mastering. Experience producing both sound effects and composed music.
Source SDK, Unreal Engine, Relic Editor: Work flow of multiple game development engines, level design & construction, modified texture work, custom scenario scripting, collaboration and communication in both small and large team settings.
Autodesk Maya, Blender, Lightwave, Maxwell Render: 3D digital art experience in both still and animated work through modeling, texturing, lighting, physics simulations, IK and VFX.
Versions: Subversion control for software builds (for iOS's Xcode coding language).
Art & design disciplines: Flowcharting, storyboarding, asset listing, frequent iteration/ideation, hosting test sessions and documenting results for further revision, screenwriting, observational/traditional drawing practices, color theory & cultural aesthetic studies, 3D sculptural and material studies & practices.

RELEVANT EXPERIENCE **Lachina Publishing Services, Inc. | Beachwood, Ohio** **Summer 2011 - Spring 2012**
Lead Interactive Designer/Development Manager

- Designed an overarching UI/UX for Lachina's Learning Platform, producing mobile applications.
- Designed HTML pages for reimagining textbook content alongside interactive media.
- Managed programmers through agile development, producing digital-book navigation features.
- Recruited local programming talent to satisfy Lachina's back-end development needs.

Sideways, Inc. | Cleveland, Ohio **Spring 2010 - Spring 2011**
Designer

- UI design for mobile device applications to target and meet the aesthetic needs of Sideways' and its clients' mobile presence.
- Helped develop Sideways' internal publishing platforms by designing flexible visual templates.
- Delivered ideas to project teams and clients through both formal and informal presentation of curated assets, UI ideation, and polished compositions to reach creative milestones.

iGameTeam | Cleveland, Ohio **Fall 2009 - Spring 2010**
Artist/Sound Engineer: ChromaWaves

- Designed and produced artwork & SFX for an iPhone game with students at CIA and CWRU.
- Helped publish and launch the product commercially by working with project leads to submit it to the iTunes App Store and developing a website/podcast around it.

Little Fish Records | Cleveland, Ohio **Summer 2009 - Winter 2010**
Operations Coordinator/Designer (Interim)

- Worked closely with clients to coordinate digital album submissions and meet release windows.
- Enhanced Little Fish Records' visual branding by re-appropriating its assets towards a more cohesive aesthetic, and a newly redesigned physical catalogue.

TRG Reality | Cleveland, Ohio **Summer 2009**
Intern, CGI Department

- Generated photo-realistic 3D renderings of scenes and products for a number of high-profile clients from the commercial product industry through collaborative studio-wide pipelines.
- Improved studio workflow by translating files between multiple 3D imaging software packages.
- Enhanced the visual integrity of digital photographs through image correction in Photoshop.

AWARDS AICUO Award for Excellence in the Visual Arts. **2010**
The Cleveland Institute of Art - President's List. **2009, 2008**
Dr Neilsen Scholarship, for current college student, through Ohio Federation of KSKJ Lodges. **2008**
American Slovenian Catholic Union (KSKJ), national scholarship. **2008, 2007, 2006, & 2005**
The Joseph and Antonia Mihevc Endowment Fund of St Vitus. **2008, 2007, 2006, & 2005**
American Mutual Life Association (AMLA). **2007, 2006 & 2005**
Ohio Federation of KSKJ Lodges. **2006**

MEMBERSHIPS	International Game Developers Association (IGDA)	
	Member	
	CIA, Gaming Club	Fall 2008 - Spring 2010
	Officer, Secretary	
TALKS & LECTURES	PechaKucha Night Cleveland, Volume 12 Cleveland, Ohio	April 8th, 2011
	The Conversation of Sound	
	<ul style="list-style-type: none"> Presented attendees with a body of work that illustrated parallels between sound and visual design, and what opportunities they afford to the designer. 	
	CIA Cleveland, Ohio	
	Digital Art and Design 1, Professor Knut Hybinette	Fall 2010
	Cooperative Play: Collaboration in Game Design	
	<ul style="list-style-type: none"> Took art & design students through the development of several experimental games to illustrate the benefits of strong collaboration in an academic setting. 	
	Level Design, Professor Knut Hybinette	Spring 2010
	Introduction to Source SDK	
	<ul style="list-style-type: none"> Presented game design students with an overview of Valve Software's Source SDK and demonstrated the necessary steps to creating a fully functioning level. 	
PUBLICATIONS	PC Gamer Magazine Remember Your Roots (Interview by Josh Augustine)	August 2011
	Poster Designer	
	<ul style="list-style-type: none"> Designed posters exclusively for PC Gamer magazine, celebrating archived content for Blizzard Entertainment's World of Warcraft in a minimalist vintage style. Interviewed by PC Gamer about both the technical and conceptual process behind the designs. 	
	Game Career Guide Learning to Play	Spring 2010 - Summer 2011
	Column Author	
	<ul style="list-style-type: none"> Chronicled postmortems, of experiences as a game design major, for students looking to get into the games industry. 	
OTHER EMPLOYMENT	CIA Cleveland, Ohio	Fall 2006 - Spring 2009
	Tutor, Academic Writing Center	
	<ul style="list-style-type: none"> Aided students with learning/reading disabilities to successfully complete assignments on time. 	