

## 3D Modeler & Generalist

### Profile

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- In-depth understanding of modeling, texturing, and lighting
- Keen eye for shape, form, structure, and silhouette
- Adept in Hard-Surface and Organic sculpting in Zbrush
- Familiar with various applications and rendering technologies
- Able to work independently or within teams to achieve high quality assets and 3D passes

### Experience

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NASA JPL Jan 2015 - Present

#### 3D Generalist

- Sole developer of mobile VR apps in Unity 5 (C#) for the Google Cardboard.
- Animated, rendered, and composited an animation that was included in a presentation package to congress for funding an instrument on the Mars 2020 Rover.
- Authored shaders in CG/HLSL and in visual node-based editors for NASA's Eyes Software
- Modeled and texture-painted game-ready, real-time assets for use in NASA's Eyes Software
- Matte-painted seamless planetary textures for NASA's Eyes on Exoplanets

Rendered Mad Jan 2013 - Present

#### CG Generalist

- Nocturnal LLC
  - Sculpted, Retopologized, UV mapped, and Textured photorealistic assets for print ads for Quiksilver and Roxy
- Barnstorm VFX
  - Modeled and UV mapped environments and assets for HBO's Silicon Valley
- LiveSurface
  - Match-Modeled and UV mapped numerous assets for graphic design program
  - Modeled and baked textures for numerous low poly assets for display in real-time

Zoic Studios May – August 2012

#### 3D Generalist Intern

- The Gamblers (episodic)
  - Modeled, Textured, and UV mapped virtual sets used in final renders and in Unity for pre-production
- Grown Ups 2 (feature film)
  - Modeled multiple environments to scale for animation placement and HDR projection
  - Modeled environment assets from tracked footage

### Technical Skills

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#### Software:

Maya; Zbrush; Cinema4D; Mari; Substance Painter; Nuke; After Effects; Unity; Unreal Development Kit; Boujou; PTGui; 3D-Coat; xNormal; Headus; Photoshop; Painter; Illustrator; V-Ray; MentalRay; Blender; SpeedTree

### Education

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**California State University, Northridge – Bachelor of Arts**

2008

*Major: Computer Animation*

*Minor: Japanese*

**Concept Design Academy – Pasadena, CA**

*Courses: Environment Design*

2011

**Gnomon School of Visual Effects – Hollywood, CA**

*Courses: Texturing, Lighting and Rendering, Nurbs Modeling, Environment Creation for Games*

2009-2010

**Ryukoku University – Kyoto, Japan**

*2006 JASSO Scholarship recipient*

2006-2007