

## EXPERIENCE

### DIRE WOLF DIGITAL

Art Director | January 2021 - Present

- Guide artists with concept art and paint-overs for new product development
- Coordinate with leadership to meet project deadlines and quality standards
- Collaborate with clients to meet project aesthetic goals on budget
- Create concept artwork for pitch decks
- Write process and style documentation
- Assist production in sprint planning, tasking, and performance reviews

Senior Artist | May 2017 - January 2021

- Work with stakeholders to create lo-fi to hi-fi wireframes
- Develop animated and interactive game mockups to communicate timing and flow
- Collaborate with engineering to optimize game assets to ensure optimal client performance on all supported devices
- Maintain consistent art style from early development to game launch
- Provide marketing with ads, game assets, video trailers, and convention materials

Junior Artist | September 2015 - May 2017

- Work closely with game designers to satisfy UI specs and UX goals
- Iterated on and improved UI aesthetic to match modern game quality standards
- VFX and animation for UI
- Live support of consistent feature updates and cosmetic additions
- 3rd party plugin support and streaming integration

### MEOW WOLF

Lead Artist | December 2017 - September 2021

- 2D, 3D, and interactive concept art for early stage idea communication
- Prop sculpture for custom controllers and decoration
- 3D modeling, texture, rigging and animation
- VFX and shader development
- UI/UX visual design and animation

## EDUCATION

### ROCKY MOUNTAIN COLLEGE OF ART + DESIGN

BFA Illustration | December 2013

## SKILLS

Art Direction

Style development, style documentation, team management & guidance, paint overs, sprint planning, project management, client relations, business development pitches

3D

Modeling, sculpting, retopo, texturing, materials, shader nodes, rigging, animation

2D

Concept art, illustration, logo design, typography, iconography

UI / UX

Wireframing, heat mapping, UI flow mapping, interactive mockups, UI implementation

## SOFTWARE

3D

Blender, 3DSMax, ZBrush, Substance Painter, Topogun, Unity

2D

Photoshop, Illustrator, XD, InDesign, Premier, After Effects

General

Jira, Confluence, TortoiseSVN, PureRef, Office

## SHIPPED TITLES

## DIGITAL GAMES

Dune: Imperium Digital  
Everdell Digital  
Eternal Card Game  
Exploding Kittens Netflix Edition  
Dire Wolf Game Room  
Munchkin Digital  
Wings of Glory Digital  
The Fox in the Forest Digital  
Root: A Game of Woodland Might and Right  
A Game of Thrones: The Board Game - Digital Edition  
Sagrada  
Yellow & Yangtze  
Raiders of the North Sea

## BOARD GAMES

Invincible: The Hero-Building Game  
Dune: Imperium Uprising  
Wild Tiled West  
Dune: Imperium  
Dune: Imperium Rise of Ix  
Dune: Imperium Immortality  
Eternal: Chronicles of the Throne  
Game of Thrones: Oathbreaker