SUMMARY-

Sharp, driven and hardworking, I am a multi-faceted media designer and artist that can offer much to any team, whether it be asset production or media design. Ambitious, focused, and with a diverse range of skills, it is my goal to bring my all to each and every professional arrangement.

SKILL SET-

Technical Skills: Graphic design, media / game design, marketing, and consulting Operating Systems: Windows 7, Windows 10, iOS, and Android Applications: Adobe Creative Suite 6, Autodesk 3DS Max / Maya, Microsoft Office, GameMaker Studio, Unity 3D, Unreal Engine, and WordPress

EXPERIENCE-

Freelance Graphic and CGI Designer (Stormhammer Design, 2011 - Present) Designing assets for games, logos and album cover art for various international bands, and promotional materials and layouts as discussed with clientele.

- Utilizing Adobe Creative Suite +
- + Specialization in Adobe Photoshop
- + Intermediate experience with Adobe Illustrator
- + Intermediate experience with Adobe Flash
- + Specialization in Autodesk 3DS Max and Maya
- + Specialization in GameMaker Studio 2.0, intermediate experience in Unity 5.3 and UE4
- + Specialization in GML programming language, intermediate experience in Python and Javascript, learning C#
- + Lover of video games, good storytelling, and design

Creative Media Designer / OST Composer (HKP, various projects, 2008 - Present)

Founded a record label in order to produce and release music over a variety of formats as well as expertise in song composition and sound design for games

- + Utilization of multiple recording software applications
- + Focus on media design and marketing
- + Specialization in Adobe After Effects
- Specialization in Adobe Premiere Pro +
- Intermediate experience in photography and media art +

EDUCATION-

Bachelor of Computer Science (Art Institute of Las Vegas - 2008 - 2013)

