# 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)