

Objective

To use my knowledge and skills to contribute to development of AAA titles and grow as an artist

Education

Art Institute of Vancouver

2007-2009

- 3D Modeling for Animation and Games

Delview Secondary

2003-2007

- High School Diploma

Work Experience

Volt (Electronic Arts Quality Assurance)

August 2009 – Present

- Dragon Age Origins Premium content, Fifa 11 Xbox360, PS3
- Offline and online testing, post release support, dev support, embedded testing
- Report issues to development through software like Devtrack or directly via email
- Working and coordinating with software engineers and testers to find, reproduce and verify bugs, patches and game fixes

Mizo Design Solutions

March 2009

- Freelance Web Design
- Responsible for Site Design, Layout, Authoring, Graphics and Continued Maintenance

Skills

- Quick Learner: Adaptable and eager to learn new skills and abilities
- Team Work: Effective in coordinating with groups and working alongside team members
- Problem Solving: Ability to interpret issues or situations and formulate efficient solutions
- Communication: Effectively conveys information and concepts verbally, in writing and visually
- Detail Oriented: Thorough in testing and providing all necessary info in bug reports and emails
- Self-Motivated: Concerned with quality. Ensures tasks are completed quickly and correctly

Software Proficiency

- Autodesk Maya Organic and Hard Surface modeling, Lighting, Rendering, MEL Scripting
- Pixologic Zbrush Sculpting, Polypainting, Retopologizing, Rendering, Exporting
- Adobe Photoshop Hard Surface and Organic Texturing, Graphic Design, Matte Painting
- 3d Studio Max Intermediate level knowledge of Modeling, UVing, Lighting, Rendering
- Xnormal, Topogun Map generation based on high and low poly sources, Retopologization