

## *education*

- fall 2002 - spr 2004 MFA in Computer Art (pending thesis)  
Savannah College of Art and Design (SCAD)
- fall 1998 - spr 2002 BA in Graphic Design (Computer Science minor)  
Southwestern Oklahoma State University (SWOSU)

## *employment*

- Dec 2003 - May 2004 Systems Support Specialist  
SCAD Montgomery Hall Systems Department
- sum 2003 - fall 2003 Equipment Checkout and Maintenance Specialist  
SCAD Montgomery Hall Cage
- fall 2001 - spr 2002 Lead Graphic Designer  
SWOSU Graphic Design Studio
- fall 1999 - spr 2002 Webmaster / Webpage Designer  
SWOSU Department of Public Information

## *skills*

- proficient in all PC and Macintosh graphics platforms and software
- high and low polygon modeling (3D Studio Max & Maya)
- photo-source and painted texturing (Photoshop)
- character / creature design
- level design (Unreal Editor)
- draftsmanship
- conceptualization and pre-visualization
- art direction
- problem solving / critical thinking
- team leadership
- client communication
- hardware / software configuration and troubleshooting

## *honors*

- published in Beckmann, Patricia. Exploring Maya 6. Clifton Park. Delmar Publishers. 2004
- work featured in the spring 2004 SCAD Interactive and Game Development (ITGM) Reel
- placed first in Character Design at the spring 2004 SCAD ITGM Showcase
- work featured at the Bleue Galerie Exhibition, located in Savannah, GA
- BA Summa Cum Laude
- Collegiate All-American Scholar
- SCAD Graduate Fellowship
- SWOSU University Scholar Scholarship
- SWOSU On-Site Best of Show Scholarship
- SWOSU Portfolio Scholarship
- SWOSU Residence Hall Scholarship

## *organizations*

- International Game Developers Association (IGDA) member
- Gamasutra member
- Imagine Gaming Network (IGN) member
- American Center for Law and Justice (ACLJ) member
- Summit Ministries member
- Savannah Christian Church member