

## Objective

Creating artwork that brings excitement and imagination to the video game experience.

## Industry Experience

### Carbonated Inc

2017 - 2018

#### Artist

Racing Rivals: World Tour, Mobile

Transitioned a new team into the game and worked on a major update which includes the rebranding of Racing Rivals.

### Glu Mobile

2015 - 2017

#### Associate 2D Artist

Racing Rivals, Mobile

Maintaining the game with weekly updates such as car wraps, splash screens, shipyard crates, loading screens, app icons, etc.

### TPM Communications

2014

#### Freelance Illustrator

Scion Selector, Web

Designed a stylized factory to help users choose a car.

### Phantom Compass

2013

#### Art Intern

Rollers of the Realm, PC, PS4

Concept artwork of items, icons, and portraits.

### Big Bad Brush

2010 - 2013

#### Artist and Game Designer

Big Sticky, Mobile

Illustration and design of characters, objects, backgrounds, with 2D animations.

#### Artist

Kung Fu Master, Mobile

Character illustrations and menu design

#### Artist and Game Designer

Big Bad Flower, Mobile

Character and background illustrations, menus, and 2D animations.

### Good World Games

2011

#### Artist

My Conversation Park, Facebook

Vector illustrations of animals, buildings, and items

## Programs

Photoshop

Unity

Substance Painter

Illustrator

JIRA

## Education

2018

Brainstorm School

2016 - 2017

Concept Design Academy

2010 - 2014

Sheridan Institute of Technology  
Honours Bachelor of Illustration

References Available Upon Request