
Objective

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

Industry Experience

Carbonated Inc

2017 - Present

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