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## WORK EXPERIENCE

### MOUNTAINTOP STUDIOS

Lead Concept Artist | Aug 2021 - Present

- Responsible for creating concept art, paint-overs, and providing art direction, briefs, and feedback for both internal and outsourced concept artists. Oversee character, prop, environment, weapon, and in-game graphic designs. Manage the team's weekly tasks to ensure smooth workflow and efficiency within the concept team.

### TURTLE ROCK STUDIOS, Lake Forest, CA

Senior Concept Artist | Jul 2018 – Aug 2021

- Responsibilities include the creation of concept art, paint-overs, environment and creature designs, story beats, and illustrations for Back 4 Blood.

### LEX + OTIS ANIMATION STUDIO

Character Concept Artist | Mar 2021 – Jul 2021

- Responsibilities include producing character and creature designs for upcoming animated TV shows.

### DREAMWORKS ANIMATION STUDIO, Burbank, California

Character Concept Artist | Aug 2018 - Dec 2019

- Responsibilities include producing character and creature designs for Jurassic World Camp Cretaceous.

### DICE LA - EA , Playa Vista, California

Concept Artist | Nov 2013 - Jul 2018

- Responsibilities include creating concept art, paint-over environment art, character design, storyboard, cinematic storyboard, and cinematic illustrations on Battlefield IV and Battlefield I.

CONCEPT DESIGN ACADEMY, Pasadena, California

Animal Anatomy Instructor | Jun 2011 - Jun 2019

- Responsibilities include lectures and demos on animal structure, anatomy, gesture, and action. Provided demonstrations, individual feedback, and also field trips to life drawing at museums and zoos.

WIZARD OF THE COAST, Los Angeles, California

Freelance Illustrator | Sep 2017 - Present

- Responsible for creating illustrations for Magic Cards.

BRAINSTORM SCHOOL, Burbank, California

Mech and prop design instructor | Jan 2016 - Present

- Responsibilities include lectures and demonstrations on prop and mech design, focusing on form, function, and aesthetics.

GEISLER GRAPHICS, Burbank, California

Freelance Concept Artist | Feb 2016 - Apr 2016

- Created illustrations and concepts for TV show pitches.

LAGUNA COLLEGE OF ART AND DESIGN, Laguna Beach, California

Animal Anatomy Instructor | Jun 2012 - Jun 2015

- Responsibilities include lectures and demos on animal structure, anatomy, gesture, and action. Provided demonstrations, individual feedback, and field trips to life drawing at museums and zoos.
- Grade students' work based on improvements shown and homework submitted.

OBSIDIAN ENTERTAINMENT, Irvine, California

Environment Artist | Aug 2013 - Nov 2013

- Produced environment and prop concept designs for games.

REBEL ENTERTAINMENT, INC, Burbank, California

Concept Artist | Jun 2012 - May 2013

- Produced environmental, interior, prop, mechanical, and architectural concepts.

YELLOW TRACKSUIT ENTERTAINMENT, Rowland Heights, California

Freelance Concept Artist | May 2012 - Oct 2012

- Produced character, creature, mechanical, and architectural concepts for upcoming movies.
- Created art for toy product development.

METEOR GAMES LLC, Beverly Hills, California

Concept Artist | Jan 2011 - Oct 2011

- The primary focus is on visual development for Facebook games. The task includes designing and animating using the Adobe Flash application.
- Produced concept design for new game development.
- Taught team members about animal drawing.

## EDUCATION

LAGUNA COLLEGE OF ARTS AND DESIGN, Laguna Beach,  
California, Illustration and Animation, Jun 2009

## ADDITIONAL SKILLS

Programs- Blender- Adobe Photoshop

Skills- Storyboard- Concept Design - Illustration- Animation- Animal and figure Anatomy