

Objective

My time in Game Development has brought me to some exciting places and allowed me to pursue my passion for design and animation with some incredible teams. Working at Epic Games has opened my eyes to what it takes to get ahead, but I am ready to move forward in the next step of my career.

Education

Savannah College of Art and Design – Savannah, GA 2007 - 2011
Interactive Design and Game Development
Communications Coordinator – Game Development Network(Club)

Work Experience

Engine Support Technician February 2015 – July 2017
Epic Games - Cary, NC

- Development and Bug Support for Unreal Engine 4 users and licensees
- Specializations: Animation Systems, Cinematics, FBX Pipeline

Freelance UE4 Developer (Remote) December 2015 – May 2016
Pure Imagination Studios - Los Angeles, CA March 2015 – May 2015
August 2014 – December 2014

- Developing interactive dark rides for amusement parks with Unreal Engine 4
- Responsible for Materials, Animation Systems, Cinematics, and Blueprint setup and fixes
- Rides: Monkey King, Justice League: Battle for Metropolis, and Plants vs Zombies: 3Z Arena

Engine Compatibility March 2014 – February 2015
Epic Games - Cary, NC

- Upholding Software and Hardware Compatibility for Unreal Engine 4

Engine QA October 2012 – March 2014
Epic Games - Cary, NC

- Responsible for Stability Testing, Low Spec Testing, Ad Hoc Testing, and Test Map Creation
- Projects: Gears of War: Judgement
Unreal Engine 3
Unreal Engine 4

Real-Time Cinematic TD/Animator July 2011 – July 2012
Pendulum Studios - San Diego, CA

- All Real-Time Cinematic work in UE3 and Cryengine 3. Mocap cleanup and animation.
- Projects: Black Eyed Peas Experience (UE3 and Xbox360)
Amazing Spider-Man Game (Motionbuilder)
iYoga App by 3D4Medical (Motionbuilder and Maya)

IT Work Study Jan. 2011 – July 2011
SCAD Montgomery Hall Systems Office - Savannah, GA

- Responsible for maintaining hundreds of computers in SCAD's largest digital media building. Taking problem reports, resolving hardware and software problems and setting up computers for events.

Skills

Unreal Engine Animation and Cinematic Systems, Animation, FX, Lighting, Level Design, Basic Rigging

Software

Unreal Engine 3 and 4, Perforce, Jira, Motionbuilder, Maya, Photoshop, After Effects, Premier

References Available Upon Request