



## PROFESSIONAL EXPERIENCE

### Freelance Technical Artist/Engineer, Aron Design LLC, Present

- Experienced in all aspects of the Unity production; art direction, prototyping, architecture, game design, modeling, texturing, rigging, animation, lighting & rendering, UI, VFX, and game design.
- Specialized in Virtual Reality (Oculus Rift and Touch) and Mixed Reality (Microsoft HoloLens, Wave 1).
- Owner of <http://infinite.diamonds> online jewelry store.
- Full stack web engineer focused on WebGL, Node.js, React, GraphQL, Typescript, Google Cloud Platform.

### Technical Lead, North Kingdom, Venice, CA, Jan 2015 - August 2015

- Led engineering for the North Kingdom Los Angeles Office.
- Strategized with team by providing creative tech perspective during ideation.
- Developed experiences and prototypes on highly experimental technology platforms such as Google Project Tango, Oculus Rift, Intel Edison, and Google Cardboard.
- Created resource estimates and provided tech feasibility for all projects.

### Senior Creative Technologist, Riot Games, Santa Monica, CA, Feb 2013 - December 2014

- Equal parts Software Engineer and Motion Graphics Artist.
- Constantly built prototypes using new/emerging technologies as a part of R&D.
- Defined AAA interactive quality standards within the company.
- Maintained in-game UI system (Scaleform) and client login screen tech for League of Legends

### Animation and Game Development Lead, Watson DG, Hollywood, CA, June 2010 - December 2012

- Lead development and oversaw 3D art direction for multiple award winning projects.
- Directed a talented team of Designers, Art Directors, Animators, and Character Artists to bring the overall creative vision to life; from start to finish.

### Product Designer, Microsoft Global Advertising, Seattle, WA, June 2009 - March 2010

- Conceptualized, Wireframed, Art Directed, and Produced highly interactive branded content for Fortune 500 Companies such as Kellogg's, Benadryl, Sprint, Toyota, Ford, and Planters.

## SPECIALTIES

Virtual Reality (Oculus Rift, Vive, Cardboard)  
 Microsoft HoloLens  
 Project Lead Development  
 Game Development  
 Rapid Prototyping (R&D)  
 Unity3D  
 Unreal Engine  
 Game Engine Architecture  
 C#  
 Substance Designer/Painter  
 Google Tango  
 Javascript / Typescript (Node, React, GraphQL)  
 PHP  
 WebGL  
 App Development (Web, Desktop, Mobile)  
 Creative Technology and Strategy  
 Art Direction  
 Game Design and UX  
 Lighting, Rendering, Particles, Shaders  
 User Interface Design, Development, Animation  
 3D Modeling/Texturing/Rigging/Animation  
 Haptic Feedback and Experimental Input  
 AS3/Flash/Flex/Autodesk Scaleform  
 Visual Effects / Motion Graphics  
 Pipeline tools and integration

## AWARDS

2010 - FWA S.O.T.D - December 19  
 2011 - Webby Honoree  
 2011 - FWA Mobile S.O.T.D - May 4  
 2011 - Adobe S.O.T.D - June 1  
 2011 - Hollywood Reporter Keyart Awards - Silver Winner  
 2011 - Hollywood Reporter Keyart Awards - Bronze Winner  
 2012 - FWA S.O.T.D - January 8  
 2012 - FWA S.O.T.D - April 27  
 2012 - Webby Honoree  
 2012 - Webby Nominee  
 2012 - FWA S.O.T.D - June 27  
 2012 - FWA Mobile S.O.T.D - August 16  
 2012 - FWA Mobile S.O.T.D - October 30  
 2012 - Hollywood Reporter Keyart Awards - Silver Winner  
 2013 - FWA S.O.T.D - March 3  
 2013 - Webby Honoree  
 2013 - Webby Honoree  
 2013 - Webby Honoree  
 2013 - Webby Nominee  
 2016 - FWA Mobile S.O.T.D - January 4  
 2016 - FWA S.O.T.D - January 11  
 2016 - FWA S.O.T.D - May 3  
 2016 - Webby People's Voice  
 2016 - Webby Award Winner  
 2016 - Webby Award Winner

## EDUCATION

### University of Washington, Seattle, WA

Bachelor of Arts in Interdisciplinary Visual Arts, Graduated December 2009

### Gnomon School of Visual Effects

Additional Training in CGI/VFX, Spring 2012