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## Skills

- Technical art for immersive real-time 3D in AR, VR, web, and mobile. Creating best-in-class assets, defining specifications, documenting and training. Deep understanding of glTF and USDz.
- Creating and driving 3D art production pipelines, streamlining asset creation workflows. Directing creative and tech teams, outsource management, developing schedules and budgets.
- Photoreal production rendering for e-commerce. Expert knowledge of 3ds Max and V-Ray.
- Active contributor to Khronos Group 3D Formats and 3D Commerce working groups.

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## Experience

Mar 2017  
to Aug 2023  
(6 years)

**Wayfair****Staff Technical Artist, Senior Manager**

Hired, mentored and managed team of artists for 3D image production, grew from six artists to more than eighty. Designed and drove AR/VR/web3D content pipelines, converted from V-Ray to glTF and USDz. Developed full pipeline for render farm using V-Ray Standalone on Linux. Contributed to web 3D standards, tooling and tutorials with Khronos Group.

Aug 2015  
to Mar 2017  
(2 years)

**OutAct, Inc.****Lead Environment Artist**

Created 3D environments, modular art systems, shaders, lighting, skyboxes, environment fx, for high-end mobile game. Directed and managed outsource artists.

Sep 2013  
to Jun 2014  
(1 year)

**Mount Ida College****Visiting Professor, School of Design**

Taught college-level game art theory and techniques. Courses: Introduction to Game Art, Level Design, Textures Lights and Rendering, Special Effects, Game Portfolio.

Jan 2013  
to Mar 2017  
(4 years)

**(NDA) various clients****Freelance 3D Artist**

Created 2D and 3D artwork for various clients. Serious games, mobile interface designs, platformer tilesets, modular 3D game assets, architectural renderings (both real-time and rendered), AR and VR assets.

Nov 2010  
to Nov 2012  
(2 years)

**Stomp Games, Tencent Boston****Senior World Builder**

Shipped "Robot Rising" Unity browser game on Facebook: lighting and palettes, level design & population. MMO worldbuilding: level design, terrain sculpting, texturing, lighting, water, foliage, skies and fx, detailing. Mentored both in-house and Chinese art teams, created art tutorials and wrote wikis, Scrum Product Owner.

Oct 2008  
to Jan 2010  
(1 year)

**Blue Fang Games****Senior 3D Artist**

Shipped "World of Zoo" for PC and Wii. Led two Tech Artists, and six Environment Artists. Designed and created 3D environments. Created physics setups, optimized assets for performance. Defined art limits, reviewed outside contractors, taught best practices to junior artists, documented the art pipeline. Worked with engineers to implement rendering features, shaders, and gameplay logic.

Aug 2001  
to Aug 2008  
(7 years)

**Whatif Productions LLC****Lead Artist**

Shipped three PC games for the U.S. Navy. Led two artists. Designed, modeled, textured, lit, and animated both real-time 3D and pre-rendered high-res 3D art. Created tech demonstrations, user interfaces, art pipelines.

Dec 1991  
to Jun 2001  
(9 years)

**Mondo Media****Art Director**

Directed teams up to fifteen artists and programmers, hired art talent, managed outside contractors, developed schedules and budgets. Concepted, modeled, textured, animated, visual effects. Created art pipelines. Documented art technical constraints for clients' rendering engines. Organized and directed motion capture sessions.

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## Education

1988  
to 1991

**Rhode Island School of Design****Bachelor of Fine Arts, Illustration**

Anatomy, painting, photography, sculpture. *European Honors Program*, Rome.