

Skills

- Designing and driving highly functional fault-tolerant art production pipelines, leveraging deep experience in content creation with leading e-commerce companies, game developers, and 3D technology providers.
- Creating content for digital twins and immersive real-time 3D in AR/VR, Web, and mobile XR. Training teams to create best-in-class assets, driving specifications for 3D art that performs highly and scales well.
- Experienced in multiple art roles across the spectrum including characters, animation, environments, motion graphics, vfx & ui, team development & outsource management, successfully directing large creative and tech teams.
- Administrator for Polycount Forum and Wiki, a top community for artists to critique their work and share techniques.
- Active in open standards development, deep understanding of glTF and USDz, OpenPBR and MaterialX, artist pipeline tooling. Creating many of the top showcase assets in the glTF Sample Assets repository.

Experience

9/23 - 9/26 (3 years)	Darmstadt Graphics Group	Senior 3D Technical Artist	Solutions architect for key clients. Product owner of roadmap items for DGG's new products including 3D Services. Documentation, tutorials, videos and live webinars for new users. Drove customer success via hands-on technical support. Created best-in-class 3D assets for high-end renders, and real-time PBR assets with The Khronos Group.
3/17 - 8/23 (6 years)	Wayfair	Staff Technical Artist, Senior Manager	Hired, mentored and managed large team of artists for photorealistic 3D image production, grew from six artists to more than eighty. Architected AR/VR/web3D content pipelines from V-Ray to glTF/USDz. Developed render farm pipeline for V-Ray Standalone on Linux. Drove web 3D standards, tooling and tutorials with The Khronos Group.
8/15 - 3/17 (2 years)	OutAct	Lead Environment Artist	Created 3D environments, modular art systems, custom Unity shaders, lighting, skyboxes, and environment vfx, for a high-end <i>Battle Royale</i> mobile game. Directed and managed outsource artists, drove art pipeline & documentation.
9/13 - 6/14 (1 year)	Mount Ida College	Visiting Professor, School of Design	Taught college-level game art theory and technique. Course titles: <i>Introduction to Game Art, Level Design, Textures Lights and Rendering, Special Effects, Game Portfolio</i> . Reviewed portfolios and mentored students.
1/13 - 3/17 (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), Web and AR and VR pipelines.
11/10 - 11/12 (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.
10/08 - 1/10 (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. Directed engineers in implementing rendering features, shaders, and gameplay logic.
1/01 - 8/08 (7 years)	Whatif Productions	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.
12/91 - 6/01 (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.

Education

88 - 91	Rhode Island School of Design	Bachelor of Fine Arts, Illustration	Drawing, painting, anatomy, sculpture, photography. <i>European Honors Program</i> , Rome Italy.
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