

413 Mosher Road
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Skills

- Blender 3D Content Suite
 - Advanced proficiency
 - Five major academic projects
 - Three major work projects
- Final Cut Pro
 - Advanced proficiency
 - Regular and extensive usage in a work environment
- Programming/Scripting
 - Basic proficiency
 - PHP, C++, Lua
- Adobe Photoshop
 - Advanced proficiency
 - Used in numerous academic and work projects
- Adobe Illustrator
 - Advanced proficiency
 - Used in numerous academic and work projects
- Adobe Premiere
 - Advanced proficiency

Experience

NOT SO RANDOM GAMES (Independent Game Production Company), Gorham, ME

2000-2010: Lead Artist and Designer

- Worked in conjunction with a team of programmers to design and construct multiple industry standard level experimental game concepts and working prototypes.
- Projects included an arcade style shooter, a squad-based first person shooter and a first person surrealistic puzzle adventure .

IDEXX Laboratories, Westbrook, ME

2007: Intern, Software Development

- Participated in the development of a web testing framework to assist in troubleshooting initial configuration of blood sample analysis devices produced by IDEXX. Assisted in the formulation of system specifications and presented them to senior management.
- Provided first-level technical support as needed.

THE MAINE CHANNEL (Campus Television Station), Orono, ME

2009-2010: Art Director, Producer

2006-2009: Assistant Director

- Hosted and led production of *Black and White and Really Friggin' Old*, a recurring Maine Channel program dedicated to airing previously unknown public domain films of the early 20th century with background research and humorous commentary.
- Collaborated with showrunners to plan, design, and develop graphics for Maine Channel productions, including introductory pieces and in-show art.
- Participated in all aspects of television production, including lighting, pre-production, camera work, and audio technology. Went on-location to film events relevant to the University of Maine and air them on the Maine Channel.
- Developed promotional materials for Maine Channel productions, including commercials and large-format posters.

Education

UNIVERSITY OF MAINE

Orono, ME

College of Liberal Arts and Sciences

Bachelor of Arts in New Media and Minor in Studio Art Graduation Date: May 2011

Completed requirements for New Media Degree in 2010 with Capstone Project Game: "REN"

GORHAM HIGH SCHOOL Graduation Date: June 2006

Gorham, ME