

PROFESSIONAL EXPERIENCE

HARMONIX , UI Artist	2/2015 – PRESENT
SUPER BEAT SPORTS — UI Artist	6/2017 – 9/2017
ROCK BAND RIVALS — Art Lead	1/2017 – 5/2017
ROCK BAND RIVALS — Lead UI Artist	5/2016 – 1/2017
ROCK BAND 4 — UI Artist	2/2015 – 5/2016
FREELANCE , UI Artist	11/2013 – 2/2015
TURBINE , UI Artist— <i>Lord of the Rings Online- Helm's Deep</i>	7/2013 – 9/2013
IRRATIONAL GAMES , UI Artist— <i>BioShock Infinite</i>	5/2012 – 12/2012
CREAT STUDIOS , UI Artist / 2D Artist / 2D Animator	1/2011 – 11/2011
DEJOBAN GAMES , 2D Artist / Concept Artist	4/2012, 4/2011 12/2009 – 4/2010

SHIPPED GAMES

ROCK BAND RIVALS: [Art Lead, Lead UI Artist] Rhythm game for Xbox One and PS4	5/2016 – 5/2017
• Responsible for wireframes, concepts, animations, and implementing screens in-engine	9/2017 – 10/2017
• Worked on re-styling the shell menus, Rivals mode, Missions, Seasons, and other additions	
• Defined, organized, and delegated tasks to artists, and reviewed their work	
• Responsible for directing and maintaining the visual aesthetic	
SUPER BEAT SPORTS: [UI Artist] Beat match game for Nintendo Switch	6/2017 – 9/2017
• Defined a revised shell UI appropriate for the Switch	
• Responsible for concepts, animations, and implementing screens in-engine	
ROCK BAND 4: [UI Artist] Rhythm game for Xbox One and PS4	2/2015 – 5/2016
• Responsible for concepts, animations, implementing screens in-engine, and icons	
• Charged with the ownership of several features, including players' slot menus and the campaign UI	
ALONE IN THE DARK: ILLUMINATION: [UI Artist] Survival horror game for PC	9/2014 – 10/2014
• Created skill icons for each of the classes, as well as the achievement icons	
MECHA MATCH: [Lead UI Artist & UI Designer] Sci-Fi match-three game for iOS	2/2014 – 10/2014
• Responsible for defining, unifying, and finalizing the aesthetic of the UI, and revising the UX	
• Tasked primarily with UI design and skinning menus, as well as icons and animations	
LORD OF THE RINGS ONLINE- HELM'S DEEP: [UI Artist] MMO for PC and Mac	7/2013 – 9/2013
• Designed the 69 icons for the set of traits and passive upgrades in the Epic Battles trait tree	
• Created the Multi-Usage buttons used for interacting with troops and siege weaponry	
BIOSHOCK INFINITE: [UI Artist] FPS for PC, PS3, and Xbox 360	5/2012 – 12/2012
• Created over 200 icons, establishing and refining their language, style, and treatments	
DRUNKEN ROBOT PORNOGRAPHY: [2D Artist] FPS for PC	4/2012
• Created weapon, logo, HUD, and pickup item concepts and worked to finalize them	
PINBALLISTIK: [Artist] Single and 2-player pinball game for PSN	1/2011 – 11/2011
• Responsible for all UI artwork, from menu layout and design to icons	
POTATOFOOLSDAY ARG: [2D Artist] ARG advertising the release of <i>Portal 2</i>	4/2011
• Drew new potato graphics to fit aesthetically into existing screens in Dejobaan's games	
• Created the graphic which became the potato achievement icon on Steam	

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE Worcester, MA — May 2010	GPA: 3.82
Bachelor of Science in Interactive Media and Game Development, Minor in Computer Science	