<u>**Objective:**</u>

To develop eye catching art work in Character/Creature Concept Art, and the telling of immersive stories in Comic Books/Graphic Novels.

<u>**Software Experience:**</u>

Adobe Photoshop CS4, Adobe Illustrator CS4, 3DS Max, Z-Brush, Adobe After Effects, UDK
<u>**Commissioned Work**</u>

<u>**Owner and Co creator of (pow-products.com), and Lead designer of POW PANELS**</u>

<u>**Zombiga,**</u> Video Game, iPhone App	Concept Artist	2009
<u>**147th BSB ARMY Battalion,**</u> Coin	Lead Designer	2010
<u>**(Oracle), (Red Zombie), (Yeti), (Red Team Go), ($6,000 Man)**</u>	Comic book, Pencils, Inks, Color	2012-2013
<u>**Venturous Publishing,**</u> 2012 Calendar, Zombies For All Seasons 2012 Calendar, Crimson Mask promotional add		

<u>**Pinup designs**</u>

(Image; Chew), Barbarian Lord's, Pantheon Project, Velvet Garden, Black Alpha, (Top Cow; Think Tank), (Image; The Legend of Luther Strode), (Stray Dogs), (Son of Ymir), (Outdoors Man)   2012-2013

<u>**Additional Freelance Work**</u>

<u>**Event Coordinator Artist Ally Denver Comic Con 2012,**</u> My job is to Contact working Professional Artists/Writers, and Celebrity's for the Denver Comic Con in Regards to the Artist ally.

<u>**Guest speaker**</u>, *Westwood College South Campus Denver CO.* Regarding Life Drawing and the study of Anatomy, **2009** and **2010** *Colorado technical university Denver CO. R*egarding Color Theory and Character Design, **2010**

<u>**Group Leader character design team**</u>, Create and run groups focusing on character design, networking, portfolios, design ideas, marketing skills, and concept creation.

<u>**Event Coordinator Artist Ally Super Con 2010-2011,**</u> My job was to Contact Professional artists that work in the industry.

<u>**Professor, (Community College Aurora), (Freelance Art/Illustration Teacher),**</u> and (**P**rofessor at the Dead **academy)**, Studies include *Life Drawing/Anatomy Studies*, *Character/Creature Designs*, *color theory, sequential story telling, Photoshop, and P*erspective Studies.

 EDUCATION

<u>**Alta Colleges Denver, CO**</u> Bachelor of Science: Game Art	2008-2011
<u>**Mentorship:**</u> Zach Howard, Armando Durruthy, Nick Runge	2010-2012

Awards/Prizes

(1<u>st</u> place) Body transformation challenge (fitness 19 Denver CO), For the loss of 60 pounds, and 18% body fat in 3 months (Jan15th-Apr 9<u>th</u>).

(2<u>nd</u> place) Body transformation Challenge (fitness 19 Denver CO), For the loss of 30 pounds, and 13% body fat in 3 months (Jan15th-Apr 9<u>th</u>).

Student Ambassador for the Game Art and Design Program 3+ years**,**

(<u>**ALPHA BETA KAPPA**</u>), <u>Academic Excellence Award</u>, <u>Student of the term</u>, <u>President's List</u>, <u>Dean's List</u>, <u>Perfect Attendance</u>, <u>Certificate of Recognition for Outstanding Service</u>,

(3<u>rd</u> place) in the 4th Annual Game Development Competition, August 14th 2010)

(1<u>st</u> place) 2011 Final Exposure 4.0 (2D Art Contest)

(1<u>st</u> place) 2012 RHZ Show (Best Colored Piece)