**Phone**: 623-227-9907 | **E-mail**:[chaosartstudios@gmail.com](mailto:chaosartstudios@gmail.com)  
**Portfolio**: https://chaosartstudios.weebly.com/

|  |  |
| --- | --- |
| **Skills** | **Programs** |
| * Game Design | * Unreal 4 |
| * Level Design | * Unity |
| * Mechanic Design | * Photoshop |
| * Writing | * 3DS Max |
| * Character Design | * Maya |
| * Creature Design | * Motion Builder |
| * 3D Modeling | * After Effects |
| * 2D Design | * Substance Painter |
|  | * Substance B2M |

**Game Projects:**

|  |  |  |  |
| --- | --- | --- | --- |
| 2016-2018 | **Rift Wars** | Lead Designer / 2D Artist | Tempe, AZ |
| *I was the creator of the game, initial lead designer and lead artist before focusing my efforts as the project lead.* | | | |
| 2017 | **Reign & Rebellion** | Writer / 3D Artist | Tempe, AZ |
| *As part of the project I was one of the games writers as well as well as a 3D artist* | | | |
| 2018 | **Grey Area** | Designer / 3D Artist | Tempe, AZ |
| *I am currently unable to speak about the project.* | | | |

**Education:**

|  |  |  |  |
| --- | --- | --- | --- |
| 2016-2018 | **Bachelors in Game Design** | University of Advancing Technology (UAT) | Tempe, AZ |
| *Learned from game industry veterans, how not to only create video games, but to create games that innovate and expand upon the ideas of games that have come before. How to create dynamic gameplay, but how to incorporate that gameplay into the narrative of my game* | | | |
| 2016-2018 | **Bachelors in Game Art** | University of Advancing Technology (UAT) | Tempe, AZ |
| *Learned from industry veterans how to create assets for games, from 3D models and2D artwork for characters, environments, props, and UI. And finally, I learned how to write, interesting and engaging stories, as well as write interesting and complicated characters.* | | | |