

SUMMARY

With over 15 years of experience in the video game industry, I specialize in Outsource Management and Production, with a background in Environment Art. I have a proven track record of successfully managing external development teams to deliver high-quality content that meets visual targets, performance standards, and project deadlines. By partnering with both internal and external teams, I streamline workflows, improve systems, and ensure efficient content creation.

SOFTWARE EXPERIENCE

Maya
ZBrush
Photoshop
Marmoset Toolbag
Substance Painter
Substance Designer
Unreal Engine 5
Quixel Bridge
Premiere Pro
ShotGrid
Jira
Excel
Perforce
Confluence
Mural
PureRef
KeyShot

SKILLS

- Managing the full external development pipeline, including partner evaluation, contract negotiation, statements of work, onboarding, planning, milestone tracking, final integration, and invoicing
- Strong project management skills with ability to track production schedules, prioritize, and diligently follow through on multiple competing elements of work across multiple groups for both internal and external teams
- Conduct reviews and provide feedback on external assets, maintaining quality and consistency to meet art and technical requirements
- Strong communication and interpersonal skills
- Leadership abilities, including the capacity to motivate teams, resolve conflicts, and drive continuous improvement.
- Problem solver, highly organized, self-motivated, fast learner, adaptable and works well under deadline pressure
- Environment art asset creation from modeling to final texture/materials for props, interior and exterior environments, and modular assets
- Efficient UV layout, high/low poly baking, PBR texture and material creation, tiling and trim texture creation
- Traditional background in drawing, sculpture, painting, and photography

EXPERIENCE

04/20 – Current

Outsource Manager & Producer | The Initiative | Santa Monica, CA

Perfect Dark (Xbox)

- Studio Outsource Manager and Producer for the Concept team
- Manage the full external development pipeline, including partner evaluation, contract negotiation, statements of work, onboarding, planning, milestone tracking, final integration, and invoicing
- Drive production efficiency through budget forecasting and cost management, identifying opportunities to optimize vendor workflows and streamline content delivery
- Build and maintain strong relationships with external development partners
- Designed and implemented a comprehensive ShotGrid pipeline to support outsourcing workflows for both internal and external teams—streamlining bids, estimates, asset tracking, daily reviews, feedback loops, communication management
- Partner with Production and Leads to plan sprints, provide estimates, manage risks and assign tasks, ensuring work is completed on time
- Conduct reviews and provide feedback on external partner submissions maintaining quality, consistency, and keeping in line with the vision of the Leads and Directors
- Correct technical or art issues on work in progress and completed external assets
- Communicate procedures, pipeline, workflow, and guide external teams on the best approach for building content and resolving potential blocker issues
- Create and organize detailed documentation, references, and examples of art asset production, procedures, and engine requirements to support external partners
- Communicate cross-discipline with artists, level designers, game designers, and production to understand the needs and goals of content being created

- 07/17 – 04/20 **Outsource Art Manager** | The Coalition | Vancouver, BC
Gears 5 (Xbox One), *Gears of War 4* (DLC - Xbox One)
 -Outsource Art Manager for Weapons/Vehicles and Concept external teams
 -Provide reviews and feedback loops on external submissions maintaining quality, consistency, and keeping in line with the vision of the Lead and Art Director
 -Correct technical or art issues on work in progress and completed external assets
 -Partner with Production and Leads to plan sprints, provide estimates, manage risks and assign tasks, ensuring external generated work is completed on time
 -Communicate procedures, pipeline, workflow, and guide external teams on the best approach for building content and resolving potential blocker issues
 -Create/maintain documentation as well as conducting onsite training for external teams
 -Partner with Tech Art to test, improve and implement new systems that create a better workflow and increase efficiency for internal and external teams
 -Update project management software/tools with entering tasks, tracking overages, extension requests, art direction changes, and manage external resource planning
 -Model/texture weapons and vehicles assets
- 06/15 – 4/17 **Environment Artist** | Freelancing | Vancouver, BC
Spider-Man (PS4)
 -Modeling/texturing props, environments and modular assets, asset optimization, and PBR texture/material creation
- 03/14 – 04/15 **Environment Artist** | Insomniac Games | Burbank, CA
Spider-Man (PS4), *Sunset Overdrive: Dawn of the Rise of the Fallen Machines* (DLC - Xbox One), *Sunset Overdrive: Mystery of the Mooil Rig* (DLC - Xbox One), *Sunset Overdrive* (Xbox One)
 -Modeling/texturing props, environments and modular assets, set dressing, asset optimization, and PBR texture/material creation
- 05/10 – 10/13 **Environment Artist** | Trion Worlds, Inc. | San Diego, CA
Defiance (PS3, Xbox 360, PC)
 -Modeling/texturing props and environments, creating modular levels, set dressing interiors/exterior, and basic lighting
 -Outsource art review and feedback for external environment art, asset adjustments and integration into pipeline
- 03/13 – 07/13 **Texture Artist** | Traceback Studios | Los Angeles, CA
One Per Person (Short Film – 2016)
 -Texturing assets for the animated short *One Per Person*
- 02/08 – 04/09 **Associate Artist** | Heavy Iron Studios/THQ | Los Angeles, CA
UP (PS3, Xbox 360, Wii)
 -Modeling, UV layout, texturing, set dressing, and lighting environments

EDUCATION

- 2003 – 2007 **Cogswell Polytechnical College** | Sunnyvale, CA
 Digital Arts and Animation, B.A.