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		➤	
		➤	
		➤	
			<b>Skills</b>
			Adobe Photoshop
			Adobe Illustrator
			Digital Printing
			Apple iOS, iCloud, OsX
			Adobe InDesign
			Conferences & Presentations
			Autodesk 3DS Max
			Microsoft Office
			Unreal Development Kit

## Education

**Seneca College of Applied Arts & Technology;** Toronto, ON. Completed 8/2011  
*Post Graduate Certificate earned for Game Arts and Animation.*  
 Completed an intensive eight month course on "triple A" video game production techniques and procedures such as modeling, texturing and developing content in a real-time game engine.

**Ringling College of Art + Design;** Sarasota, FL. Completed 9/2009  
*Bachelor of Fine Arts (BFA) earned for Illustration.*  
 Senior thesis on story development, pre-production, concept art and merchandise prototypes.

## Experience

**Technology Specialist, Apple Inc.;** Farmington, CT. 9/2011 - 2/2014

- Advise customers to demystify iOS devices and Mac OsX computers. Educate and promote technology literacy in a million dollar retail environment.
- Directed high quality visual merchandising standards by installing software, processing planograms, & implementing hardware repair & displays on a regular & emergency basis.

**Environment Modeler, DwarvenGlory;** Toronto, ON. 1/2011 - 8/2011

- In a six person team, produce assets as an environment modeler for a video game environment built with Unreal Development Kit on Windows 7.
- Role involved producing reference material, creating concept art, modeling in 3DS Max and creating realistic textures with Photoshop and Z-brush.

**Copy/Print Producer, Staples Inc.;** Simsbury, CT. 3/2014 - Current

- Within strict deadlines consult, customize, and produce a range of complete communication solutions & marketing projects, totaling thousands of dollars, for many business types.
- Collaborate with coworkers to implement project parameters, goals & deadlines.

**Electronics Associate, Toys R Us;** Toronto, ON. 11/2010 - 4/2011

- Support, influence & recommend products in the video game & electronics department.
- Organize & maintain a stock room. Stock shelves, kept the area presentable & inviting.