

Industry Experience

Electronic Arts Inc.

2020 - Present

Artist

Kim Kardashian: Hollywood

Designing clothing and leading background artwork

2D Artist

Originals: Interactive Story Series

Rendering backgrounds and scenes

Glu Mobile

2019

Marketing Artist

Disney Sorcerer's Arena

Art clean up and in-game cinematics for UA

Carbonated Inc.

2017 - 2018

Artist

Racing Rivals: World Tour

Transitioned a new team into Racing Rivals and lead an art overhaul for Racing Rivals: World Tour

Glu Mobile

2015 - 2017

Associate Artist

Racing Rivals

Designed app icons, car wraps designs, in-game items, loading screen, etc.

TPM Communications

2014

Freelance Illustrator

Scion Selector

Designed interactive experience to explore Scion's car collection

Phantom Compass

2013

Intern Artist

Rollers of the Realm

Artwork of items icons and portraits

Good World Games

2011

Freelance Artist

My Conservation Park

Vector artwork of animals, buildings, and items



Big Bad Brush

2010 - 2013

Artist and Game Designer

Big Sticky

Co-designed the gameplay, character and animation and backgrounds

Artist

Kung Fu Master

Character illustrations and menu designs

Artist and Game Designer

Big Bad Flower

Designed the core game mechanic character and background illustrations, menus, and 2D animation

Programs

Photoshop Illustrators Unity Substance Painter

Education

2018 - 2020

Brainstorm School

2016 - 2017

Concept Design Academy

2010 - 2014

Sheridan Institute of Technology

Honours Bachelor of Illustration