

certifications

Registered Architect, Pennsylvania RA405055

experience

revision21 visualization

principal, September 2005 - present

Responsible for constructing 3d digital models and computer generated renderings for a wide array of clients, which include: architects, gaming companies, real estate developers, magazines, comic book artists, etc. while marketing the company and finding capable artists.

Funkitron, Inc.

lead scene creation, October 2008 - present

Responsible for the design, construction, and rendering of 3d digital environments for the casual games, Slingo Mystery and Slingo Mystery 2. Manage team of (3) modellers and coordinate with team of programmers, developers, and 2d artists. Worked with programming team to develop proprietary method of integrating 3d environments into the game engine.

Terrain (Urban Outfitters, Inc.)

architectural designer/3d artist, January 2008 - present

Collaboration with Creative Director in the design of various buildings, displays, and signage for their retail location.

Daniell Development

architectural designer/3d artist, January 2008 - October 2008

Designed & presented two pre-fabricated small cabin prototypes.

Marvel Publishing, Inc.

3d artist, May 2007 - present

Exclusive provider of 3d content. Responsible for the design and construction of 3d digital models and environments for use by Marvel and its artists. Titles include Amazing Spider-Man, X-Men, Stephen King's 'N', Iron-Man, Captain America, S.H.I.E.L.D., , Avengers, and Daredevil.

Hellyer Berman Lewis, Inc.

architect, April 2001 - June 2006

Responsible for design, documentation, and project management for projects ranging from small interior renovations to large new construction projects.

BBLM Architects

intern architect, January 2000 - April 2001

education

Philadelphia University

Bachelors of Architecture, 2001

computer skills

proficient in

Sketchup 7.0

AutoCAD 2006

Adobe Photoshop CS3

Maxwell Render 1.7

literate in

AutoDesk 3d Studio Max

Vue 7 Infinite

publications

Iron Manual :: contributing artist published by Marvel Comics, 2008

Technology Review Magazine :: cover art published by MIT, AUGUST 2007