

## Summary of Qualifications and Skills

**Energetic, motivated, versatile 2D and 3D artist with excellent teamwork skills.**

**Proficiency:** low and high polygon modeling, map projection, mesh optimization, normal and UV mapping, texturing (including diffuse, normal, specular, and ambient occlusion textures).

**Software skills:** Maya, 3D Studio Max, Mental Ray, Crazy Bump, Poly Cruncher, RealFlow, ZBrush, Photoshop and Illustrator.  
**Platforms:** PC and Mac.

Five years experience as a 3D artist at Destineer Studios/Atomic Games. Over 15 years experience as a multi-discipline artist. Fine art styles include portraiture, realism, surrealism, expressionism, impressionism and abstract. Mediums include pencil, pen and ink, charcoal, oil, acrylic, watercolor, airbrush, batik, papier-mache, fiberglass, chicken wire, iron, wood and concrete.

## Relevant Experience

**Freelance Illustrator, 3D and Fine Artist • 2009-present • Minneapolis, MN**

Create 2D and 3D illustrations for clients. Participated in six fine art exhibitions, including three solo shows in 2010.

**Destineer Studios/Atomic Games • Environment and Prop Artist • 2004, 2005-2009 (Laid off) • Plymouth, MN**

Researched, conceptualized, created and modeled 3D objects, props and buildings for a real time game environment, resulting in a more exciting and realistic end user experience. Achieved by using 3D Studio Max, Zbrush and Adobe Photoshop.

**Game Credits:** Six Days in Fallujah (canceled), Close Combat: *First to Fight*

**Precision Powerhouse • Freelance Storyboard Artist • 2001-2001 • Minneapolis, MN**

Created rough concept sketches and final black and white storyboards for 11 commercial spots for *Life Time Fitness* using pen and ink, Adobe Photoshop and 3D Studio Max.

**Iron Arbor • Artist, Welder • 2002 • Minneapolis, MN**

Worked with iron, steel and wood to make furniture. Also installed wrought iron fences. Attention to detail and fast learning resulted in meeting production deadlines with quality products.

**Urban Boat Builders • Volunteer Artist • 1998 • St. Paul, MN**

Designed, carved and painted the ornamental elements (head, tail, and body) of a Dragon Boat used as a float at the St. Paul Asian Festival Parade and then launched and paddled along the Mississippi River.

**MacSoft • Freelance Illustrator • 1998 • Plymouth, MN**

Designed layouts and created illustrations using Adobe Illustrator for a greeting card software program.

## Art Teaching Experience

**Minneapolis Community Education • Art Teacher • 2003-2004 • Minneapolis, MN**

Taught evening art classes in pen and ink and painting for adults. Developed curriculum and created a fun, learning environment, resulting in students improving artistic skills and accomplishing their goals.

**World Languages Immersion School • Art and Language Teacher • 2003-2004 • Eagan, MN**

Taught students drawing, painting and Indonesian phrases by speaking only in Indonesian and by using animated and exciting methods to draw students in and maintain their interest.

**RISDI, Art Academy of Bandung • Guest Speaker/Forum Leader • 2000 • Bandung, Indonesia**

Spoke about my painting exhibition *Borderline* which was on display nearby. Led forum about globalization and some of the cultural issues and decisions Indonesians were currently facing.

**Banfill Locke Center for the Arts • Art Teacher • 1999 • Fridley, MN**

Taught two summer art classes in drawing and painting for children. Developed curriculum and created a fun, learning environment, resulting in children improving artistic skills while creating unique artwork.

**Minnehaha Academy • Artist in Residence • 5/1999 and 1-5/1995 • Minneapolis, MN**

Taught high school students painting, drawing and batik. Spent one on one time with students directing and helping them think through and accomplish their artistic goals. Gave lectures and presentations on Indonesian art and culture.

## Education

The Art Institute of Indonesia • B.F.A. • Major: Fine Art, Painting • Yogyakarta, Indonesia