

Graphic Artist. *RentPath (under Insight Global), Atlanta, GA* April 2017-December 2017
Built, stitched, and photo-retouched high-resolution panoramic pictures and photo-retouched high-resolution flat photos for apartments, townhomes, and senior living complexes. Floor plan organization and updating (April-May 2017).

Graphic Artist. *RentPath (under Insight Global), Atlanta, GA* May 2016-December 2016
Built, stitched, and photo-retouched high-resolution panoramic pictures and photo-retouched high-resolution flat photos for apartments, townhomes, and senior living complexes.

Graphic Designer. *City Publications, Atlanta, GA* July 2016-October 2016
Designed and revised mail cards for affluent neighborhoods.

Graphic Artist. *RentPath (under Quest Group), Atlanta, GA* April 2015-November 2015
Built, stitched, and photo-retouched high-resolution panoramic pictures and photo-retouched high-resolution flat photos for apartments, townhomes, and senior living complexes.

Graphic Artist. *Chegg (under HireDynamics), Duluth, GA* May 2014-September 2014
Designed and revised color print and digital ads and cost-saving coupons for colleges and their students. Occasionally supervised new artists. (formerly Campus Special)

Graphic Artist. *Campus Special, Duluth, GA* May 2013-August 2013
Designed ads and cost-saving coupons for colleges and their students.

Graphic Artist. *Thrust Interactive, Atlanta, GA* September 2012-January 2013
Created and animated game UI, characters, splash screens, and game assets for upcoming Flash game.

Freelance Graphic Artist. *GamesThatWork, Atlanta, GA* March 2012-May 2012
Created 2D game assets and backgrounds for upcoming game.

Graphic Artist. *Menue Americas, Norcross, GA* September 2010-May 2011
Created vector and raster 2D game art assets and animations for flash games *Roman Taxi: Royal Era* and *Zombie Mosh*.

Graphic Artist. *Hairy Entertainment, Atlanta, GA* January 2010-September 2010
Created 2D game art assets, corporate art, and animations in an online virtual world, *Elf Island*. (formerly Good Egg Studios)

Digital Artist. *Good Egg Studios, Atlanta, GA* September 2008-January 2010
Created 2D game art assets and animations in an online virtual world *Elf Island* and art for its website.

Graphic Artist. *Rezilio, Atlanta, GA* September 2007-August 2008
Created 2D and 3D art and animations for Flash games *Lightning Bugs*, TNT's *Charmed: Halliwell's Rescue*, *Blowfish*, and *Carnival Shooter* and product and corporate media such as flier and banner layouts, website media, and logo designs.

SOFTWARE SKILLS

Adobe Photoshop, Adobe Flash, Inkscape, Adobe Illustrator, Microsoft Word, Microsoft PowerPoint, Microsoft Excel, LibreOffice Writer, Autopano Giga, Panotour Pro, Adobe Bridge, HTML, Adobe Dreamweaver, Adobe Indesign.

EDUCATION

The Art Institute of Atlanta, Atlanta, GA
Bachelor of Fine Arts in Media Arts and Animation, Magna Cum Laude
Graduated December 2006

PROFESSIONAL SUPERVISORY REFERENCES

Jenn Boehm (Creative Operations Supervisor, Rentpath) jboehm@rentpath.com
Craig Thomas (Creative Director, Good Egg Studios/Hairy Entertainment, Menue Americas): craigdraw@yahoo.com 770.876.8838
Joyce Israel (Assistant Creative Director, Campus Special/Chegg): jhisrael1481@gmail.com 678.665.8520
Jesse Lindsley (CEO, Thrust Interactive): jesse@thrustinteractive.com 678.283.1234

PEER REFERENCES

Charles Reid (Artist, Good Egg Studios/Hairy Entertainment, Menue Americas, Thrust Interactive): charlesreid@gmail.com 404.432.3507
Alan Carter (3D Artist, Rezilio): carter.alan@gmail.com 678.877.7526