

## Experience

### Funomena

Senior Concept Artist 01/2021- present

Creating the vision for client projects and company pitches.

Leading a team of 2d and 3d artists to create interesting worlds and retentive games.

Overlooking the quality of the deliverables of art assets to clients.

Working closely with game designers and engineers to bring the game vision to life.

Setting up art timelines with producers to accomplish our goals on time with our current resourcing.

### Facebook - Oculus partnership

Film VR director 11/2020 - 06/2021

Directed a VR short film- Kteer Tayyeb

### San Jose State

Part time professor 08/2020 - present

Intro to 2D animation class

### Facebook VR/AR

Concept Artist 04/2018- 10/2019

Explored art styles for 2d avatar system

Assisted creative director and game designer to establish the vision for the game.

Created project defining artwork for Facebook Horizon that explores wide range of styles and specific moods.

Provide team feedback to ensure the concepts produced by the art team is high quality art.

### Jam City

2D Animator 07/2016- 03/2018

Animator on Family Guy : The Quest for Stuff.

Overseeing outsource animation teams.

### Ghostbot Inc.

2D Animator/ Layout Artist 12/2014- 04/2016 PalacePets of

Whisker Haven (3 seasons) Starwars : Forces of Destiny

Originator : Endless reading

### Freelance Clients

Design/Animation

LowBrow Studios

AugenBlick Studios

Chanel

Renegade Animation

Adams ruins everything

surprise.com

Spike & Mike Documentary

Duck Duck Moose ( Subsidiary of Khan Academy ) Sun Creature

Studio

House of Chai

### Programs

Adobe Creative ( Animate, photoshop,

AE, Premiere) Quill VR

Maya

Blender

## Education

### San Jose State University

BFA Animation/Illustration 2015