

ILLUSTRATOR // DIGITAL ARTIST // CHARACTER DESIGNER

EDUCATION

Minneapolis College of Art and Design, Minneapolis, MN
Bachelor of Fine Arts: Illustration, Class of 2010

FREELANCE WORK

Illustration and Concept Art, Sept 2006 - Present.
Clients include:

Critical Role, 2021

Project Unannounced, Artist

Danielle Jensen (author), 2020

The Malediction Trilogy, Cover Artist

Owl Hollow Press, 2018-2021

Scales (book 1) and Wings (book 2), Cover Artist

LitJoy Crate, 2017-2020

Multiple Commissions, Illustrator

100s of Commissions, 2016-2021

D&D Player Characters, Digital Illustrator

L. Stoddard Hancock (author), 2018

Arise (Cruel & Beautiful World book 3), Cover Artist

Disney-Hyperion (via Orpheus Collar), 2017

Serpents Shadow, Assistant Colorist

Eric D. Howell (director), 2011

Voice From The Stone, Concept Artist

STUDIO EXPERIENCE

King Show Games, Minnetonka, MN
Game Designer, Nov 2012 - Sept 2016
Concepted and Designed the following titles:

- *Big 5 Safari*
- *Amazon Goddess*
- *Panda Park**
- *Diamond City*

*featured in film *Logan*, 2017

AWARDS

Critical Role Fan Art of the Week, January 2017

Talks Machina

Dean's List, 2009-2010

Minneapolis College of Art and Design

2006-07 Visual Scholarship 2006-2010

Minneapolis College of Art and Design

2006 Rhythmic Gymnastics Scholarship, 2006

Rhythmic Education Fund

SKILLS

Creative

Illustration

Game Design

Concept Art

Coloring (comics)

Digital Painting

Storyboarding

Character Design

Motion Graphics

Computer (Mac + PC)

Adobe Photoshop

Adobe InDesign

Microsoft Office

Adobe AfterEffects

Adobe Illustrator

Final Draft

Special

Screenwriting

SFX Makeup

Youtube (video prod.)

Social Media Expert on Instagram, Facebook,

Twitter, Pinterest, and Google+

Storytelling

Costuming

Acting

Personal

Self-disciplined

Organized

Punctual

Helpful

Speedy

Friendly

Nerdy

RELEVANT ACTIVITIES

Exhibiting Artist at Gallery Shows, 2008 - 2017,

Multiple venues, including Light Grey Art Lab

San Diego Comic-Con, 2015 - 2016

G2E Global Gaming Expo, 2013 - 2015

Massive Black Workshop LA, 2013