

(206) 335-8436

Federal Way, WA

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**Objective:** To lend my talents and abilities to create breathtaking next-gen titles.

- Qualifications:**
- Experience in high and low poly modeling, texturing, and rendering
  - Over 4 years of video game development experience
  - 9 years of professional visual and 3D experience
  - In depth knowledge of game, architectural and engineering design process
  - Skilled in photorealistic rendering
  - Experienced in team management

**Shipped Titles:**

**Halo: Reach:** Xbox 360 (Bungie Studios)  
**Deadliest Catch Alaskan Storm:** Xbox 360, PC (Liquid Dragon Studios)  
**Forza Motorsport 2:** Xbox 360 (Turn 10, MGS)

- Software:**
- 3D Studio Max (expert)
  - Maya (intermediate)
  - Adobe Photoshop (expert)
  - Mental Ray (intermediate)
  - VRay (intermediate)
  - Unreal (intermediate)
  - Mudbox (beginner)
  - Zbrush (beginner)
  - AutoCAD (expert)
  - Adobe Premier (intermediate)
  - Soundforge (intermediate)
  - Acid (intermediate)
  - ArchiCAD (intermediate)

**Education:**  Graduated: 2001  
 Major: Computer Animation  
 Focus: Video Game Environments

**Game Experience:**

**Bungie**  
 November 2008 – May 2010 (game shipped, EOC)  
 Position: Contract Artist  
 Contact: Dave Matthews: [damatt@bungie.com](mailto:damatt@bungie.com)  
 Accomplishments:

- Modeled, textured, and implemented 3D models into a real-time game environment



**Liquid Dragon Studios (Studio Closed)**  
 January 2007 – September 2008  
 Position: Artist  
 Contact: Laurent Coulon: (206) 260-2605  
 Accomplishments:

- Modeled, textured, and implemented 3D models into a real-time game environment
- Managed audio integration including scheduling, writing tech docs, and quality control
- Emerged as a team leader in various small scale inner-office projects
- Captured, edited and produced in game videos and promotional videos



**Turn 10 Studios: MGS**  
 January 2006 – January 2007 (End of Contract)  
 Position: Contract Artist  
 Contact: John Wendl: [jwendl@microsoft.com](mailto:jwendl@microsoft.com)  
 Accomplishments:

- Modeled, textured, and implemented 3D models into a real-time game environment



**Other Experience:**

<b>Markie Nelson Interior Design</b> May 2005 – January 2006 Drafter, Renderer	<b>Pacific Telecom Services</b> Feb. 2002 – May 2005 CAD Manager	<b>Stricker Cato Murphey Architects</b> May 2000 – Feb. 2002 Drafter
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For a complete portfolio of work, please visit [www.kdm3d.com](http://www.kdm3d.com)