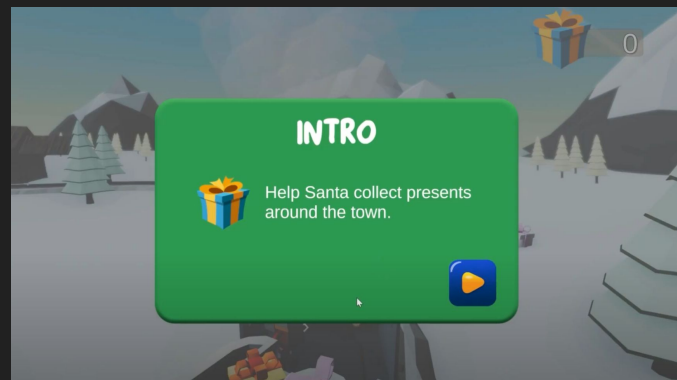


GAMES - PROTOTYPES



Mobile side scrolling explorer - Artwork, Level design, HUD and gameplay



Holiday item collection game - Animated 3D intro, UI and gameplay



GAMES - PROTOTYPES



GAMES - PROTOTYPES



Cinematic trailer for Western game

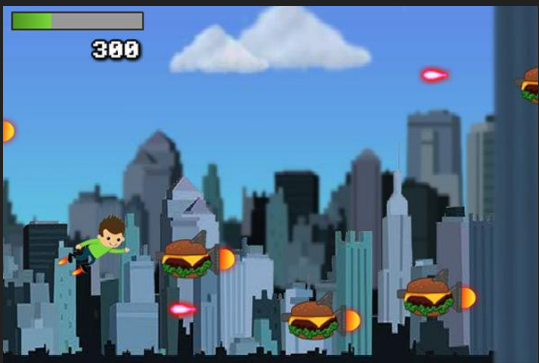
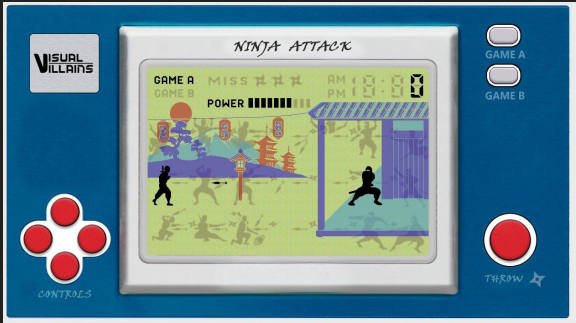


VIEW



VR - Magic wand dungeon explorer scene and wand interaction with shooting particles

2D GAMES - PROTOTYPES



ANIMATED PRODUCT VIDEO USING UNITY

Collaborated with internal Marketing content specialist and internal product owners to storyboard a real-time animated video. The goal was to communicate the main types of system testing available to customers.

Created five unique and high-fidelity scene environments within Unity for rapid review and iterations. Animated vehicles and characters for lifelike motion using Cinemachine and physics.

Delivered a compelling video in a short timeline to use for online advertising campaign.



Opening sequence of video with text added in post production





Particles with lava shader, animated character



Able to leverage existing 3D models and create complex scenes

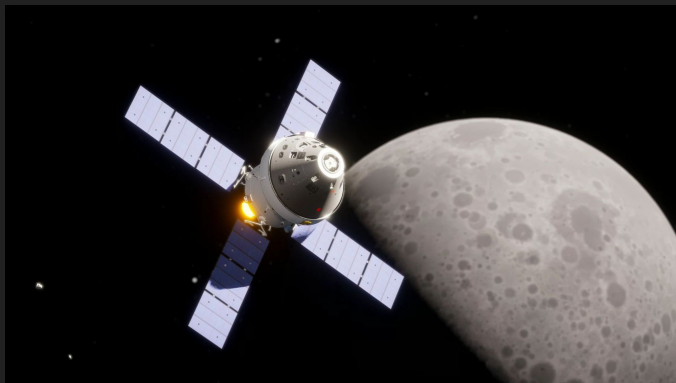


Unity's Cinemachine to capture aerial flight scenes



Scene created using real-time physics for animation

3D REAL-TIME ARTWORK



3D animated scene of the Artemis to celebrate its launch



Scene setup using existing models for visual storytelling



Animated sequence to replicate a famous Star Wars scene



Scene created to test raytraced lighting techniques in Unity

3D MODELING - HARD SURFACE



Various examples of custom 3D models made in 3DS MAX

