

EXPERIENCE

John Woolfe Racing Ltd. web & graphic designer, 2014-present

Assisted in revamping the *John Woolfe Racing* brand and managing the company website.

woolfe.com

TF2Maps.net 2015-present

I work as a volunteer member of staff over at TF2Maps.net. I design graphics for the site as well as host and help manage server events.

tf2maps.net

CP_SUNSHINE (Sunshine) July 2016

I worked with a friend on her map for Team Fortress *Sunshine*. My role in the project involved optimization to improve performance and assistance in creating unique textures for the map.

The map was acquired by Valve Corporation for their *Meet Your Match* game update.

teamfortress.com/meetyourmatch

CP_SUNSHINE_EVENT (Sinshine) October 2015

I additionally worked on a Halloween variant of the same map for the *Scream Fortress 7* event. My role required optimizing the level to increase performance, and assist in re-theming the map.

The map was acquired by Valve Corporation for their *Scream Fortress 7* event.

teamfortress.com/screamfortress7

Team Fortress 2 Classic 2015-2016

I worked on the community-driven Team Fortress 2 Classic project as the overall project lead.

As project lead my job was to coordinate the team, review my team members' work, and to work with my colleagues to create a fun and engaging multiplayer experience.

Additionally, I led the internal level design team and am tasked with creating multiplayer-oriented levels to be shipped with Team Fortress 2 Classic.

tf2classic.com

SKILLS

LEVEL DESIGN

Valve Hammer Editor, 7+ years

GRAPHICS + IMAGING

Adobe Illustrator, 4+ years

Adobe Photoshop, 4+ years

Paint.NET, 10 years

VIDEO EDITING

Sony Vegas Pro, 5 years

Adobe Premiere, 2+ years

WEB DESIGN

HTML & CSS, 6+ years

GENERAL SKILLS

Photography, 2+ years

Microsoft Windows, 17+ years

OTHER SKILLS

Source Filmmaker, posing & lighting, 2+ years