

Education

The Art Institute of Charlotte

Charlotte, NC

March 2014

Associate of Applied Science in Graphic Design
Cumulative GPA: 3.53
Multiple quarters on Dean's List and Honor Roll
Alpha Beta Kappa National Honor Society member

Skills

10+ years experience in motorsports design
5+ years experience in video game development and design
2+ years experience in large format printing and production
1+ years experience in broadcast/commentary for esports events
Proficient in Adobe Photoshop, Illustrator and InDesign
Proficient in Microsoft Word, Powerpoint and Excel

Experience

Motorsport Games

Orlando, FL

8/18-Present

Video Game Designer

Lead designer for NASCAR 21 and NASCAR 22 Update
Documentation of video game features in NASCAR franchise
Work with engineers to build in features into the game
Storyboard ideas for both online and single player offline experience
Task out features to help map out production road plan

Elliott Henderson Graphics & Design

Concord, NC

5/13-Present

Freelance Designer

Work with clients on multiple logo designs
Design race cars for race teams in NASCAR and low level racing
Create mock up designs for proposals for race teams
Online racing race scheme design for drivers and teams

704 Games

Charlotte, NC

7/16-8/18

Graphic Designer / Approvals Coordinator

Creator of all NASCAR paint schemes in NASCAR Heat series' video game
Approval coordinator of all designs within NASCAR Heat video game
Design from vector based 2D graphics onto 3D vehicle models for game use
Consistently created 80+ assets monthly for all three video games so far

Pro Cal Professional Decals

Concord, NC

12/14-7/16

Graphic Artist (Fleet / Motorsports)

Design and setup of different Cup & Xfinity Series cars on a weekly basis
Design of showcar racecars, fleet vehicles, haulers and misc pit equipment
Setup 2D layouts for approval of vehicles
Setup 10th scale templates for print

References provided upon request