

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Adobe Premier Pro
Autodesk Maya
Blender
Unreal Engine 4
Unity Game Engine
Substance Painter
Toon Boom Storyboard Pro

SKILLS

3D Modeling
2D Animation
3D Animation
Texturing
3D Rigging
Digital Illustration
Art Direction
Project Management

VOLUNTEER

Savannah College of Art and Design, SCAD Day

St. Vincent d Paul Catholic Ministries, Donation Manager

SUMMARY

Primary Focus on 3D Character Animation as well as Character and Environmental Modeling, Texturing, and Rigging. Additional experience in 2D Animation, Concept Design, and Project Management. I love working in teams while collaborating to solve problems and produce great work. I have a passion for creating authentic feeling art assets and acting in Animation.

WORK EXPERIENCE

Pace-O-Matic Inc. October 2021 - Present

3D Artist and Animator

- Model, texture, and rig both high and low resolution in-game characters and objects
- Create blend capable 3D animations for movement and action of game ready characters
- Manage lighting, rendering, and compositing of pre-rendered animations for in-game use
- Render and optimize assets to be used in various game engines including Unity
- Work with feedback to maximize quality of assets while adhering to deadlines

APEX INNOVATIONS

Freelance 3D Artist November 2020 – October 2021

- Created 3D models, animations, and Compositions for use in digital medical textbook

GEORGIA TECH DIGITAL MEDIA DEPARTMENT

Freelance 3D Artist May 2020 – October 2021

- Designed 3D environments in Mozilla Hubs Model
- Created models, UVs, and textures of various objects for use in VR Environments
- Animated interactive presentations for Hubs users

PRIESTAHH GAMING

Freelance Animator December 2019 – June 2020

- Concepted and created avatar for Atlanta Faze E -Sports player
- Storyboarded and created 2D animation for digital promotion

SCAD FILMS, 'EYE TO EYE', 'HANAMI', & 'VIVID'

2D Animator, 3D Modeler, 2D Layout Artist September 2019 – May 2020

EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN (SCAD)

B.F.A. Animation September 2017 – November 2020