

Education

Master of Fine Arts in Visual Effects - Savannah College of Art and Design
Character Effects, Procedural Modeling, Particle Effects, Compositing

SEPT 2019 - NOV 2022

Bachelor of Fine Arts in Animation - Savannah College of Art and Design
Animation, Motion Capture, Modeling, Texturing, Lighting, Rendering

SEPT 2015 - JUNE 2019

Experience

Groom Artist - *Sunrise Animation Studios, Remote*

MARCH 2023 - AUG 2024

- Developed grooms for the animated series and feature film [Young David](#) and [David](#)
- Collaborated with multiple departments including CFX, Surfacing, and Modeling during production
- Maintained high quality work while operating at a fast pace to meet production deadlines
- Utilized multiple tools, including Maya, Houdini, Mudbox, and Flow Production Tracking

CG Generalist Intern - *Hinge, Remote*

JAN 2022 - JULY 2022

- Animated and cleaned up motion capture footage for [Toonami's 25th Anniversary Special](#)
- Developed storyboards and animatics for clients
- Set up lighting and rendering for shots
- Developed character models, materials, and grooms in Maya and Unreal

Director / Producer / Generalist - [First Breath: Animated Short Film](#)

JUNE 2021 - NOV 2022

- Developed storyboard and 3D animatic, including layout, camera work, and motion capture
- Created the character designs, models, textures, grooms, and hair simulations
- Responsible for motion capture footage and animation direction
- Lit, rendered, and composited film

CFX Artist - [Kaghati: Animated Short Film](#)

MARCH 2021 - DEC 2021

- Simulated clothing using nCloth
- Troubleshooted clipping issues
- Refined simulations based on feedback to achieve the desired stylization of the film

Director / Producer / Generalist - [Function: Animated Short Film](#)

JUNE 2018 - JUNE 2019

- Managed a creative team of 25 students to develop a successful 3D animated short film
- Led previsualization, including story, concept art, layout, and camera work
- Oversaw production, including character animation, 3D models, textures and lighting
- Supervised post-production, including rendering, compositing, and sound development

Software

Maya, Houdini, Zbrush, Substance Painter, Unreal, Nuke, Marvelous Designer, Vicon Shogun, UVLayout, Marmoset, Adobe Animate, Storyboard Pro, Adobe Creative Suite, Microsoft Office Suite, Shotgun, SyncSketch

Awards

- [42nd College Television Awards Nomination: Kaghati](#)
- [Red Dot: Junior Award 2020](#)
- Dean's List 2015 - 2022
- Graduated Summa Cum Laude 2019
- Resident Assistant of the Year 2019 and 2022
- Diversity Program of the Month for Reslife
- National Residences Hall Honorary 2018