



**CONTACT**  
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[Click here to view my full demo reel](#)

## SUMMARY

3D Artist with 4-year experience working on animation productions and freelance projects. With numerous collaborations on animated projects, I proved myself as an excellent team player capable of working in a fast-paced and highly collaborative environment.

## EXPERIENCE

### 3D ARTIST • BRAIN TICKLE LLC • 2021 – PRESENT

- Worked on several commissioned music videos and visualizers in different styles and polycounts, creating sequence layouts and establishing virtual cinematography.
- Created and rendered lighting shots that met the quality standard of our clients.
- Worked in a fast-paced environment, received and addressed notes from team members and clients in efficient manner and delivered assigned work on schedule.

### 3D GENERALIST • LUCKYBOY (SHORT FILM) • 2020 – 2021

*“Best Comedic Animation” at All The Laughs Comedy Awards*  
*Official Selection to Montreal and Oudeis Independent Film Festivals*

- Was one of the lead 3D artists on the team and I oversaw creation of character models, props, and environments.
- Created layouts for several sequences and established final cinematography.
- Created and oversaw lighting on number of shots that needed to stay consistent and complement each different medium used in the film.

### LIGHTING ARTIST • PIRATE LESSON (SHORT FILM) • 2021

*“Best 3D/CGI” Nomination at Animation Dingle*  
*Honorable Mention for Best American Film at FIAF Animation Awards Ceremony*  
*Honorable Mention for Best Editing at Yale Student Film Festival*

- Worked on several shots lighting characters and environments based on the color script.
- Together with the lighting team made sure to keep consistency between shots and achieving the desired look to compliment asset surfacing and complexity and showcase the stylized visual direction.
- Received and implemented feedback from the lighting lead and producers in a timely and efficient manner.

## PROFESSIONAL SKILLS

- Modeling and Sculpting
- Hand-painted and Procedural Texturing
- Lighting
- Rendering
- Layout

## SOFTWARE PROFICIENCY

- Blender
- Autodesk Maya
- ZBrush
- Substance Painter
- Substance Designer
- Arnold Renderer
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Audition
- Adobe Animate

## EDUCATION

**Savannah College of Art and Design, Savannah, GA**

Bachelor of Fine Arts  
Graduated Cum Laude in  
May 2021