



EXPERIENCE

- **Eyedress - Smoke & Mirrors** (Music Video, 2022)
 - Worked close with the client and director to style, design and model the characters in the music video.
 - Communicated with our Unreal Engine Artist, to prepare and properly export the models from Blender to UE, to get them ready for animation.
 - Following the concept art and storyboards, modeled and textured environments of a mansion, exterior and interior
- **Eyedress - Mulholland Drive** (Music Video, 2021)
 - Provided input to director and client on visual direction of the video by providing references that would enhance the production
 - Followed the project storyboard closely while creating the shots layout and setting up cameras for cinematography
 - With a stylized low-poly look in mind, modeled and textured the environments, vehicles and characters.
 - Closely collaborated with our animator, to direct and guide the character animations and also transferring animations seamlessly from Maya into the Blender scenes.

“LUCKYBOY” (Short film)

2020-2021 | *Modeling, Texturing, Lighting, Layout*

“Best Comedic Animation” at All The Laughs Comedy Awards

Official Selection to Montreal and Oudeis Independent Film Festivals

- Designed and developed the 3D look of the film through creating character models, environments and props, texturing and set dressing.
- Responsible for layout of several sequences and cinematography of the film
- Introduced “VirtuCamera” into our cinematography pipeline that enabled to achieve a realistic handheld camera motion
- Was in charge of lighting several scenes based on the environments as well as shot-specific lights

“Pirate Lesson” (Short film)

2021 | *Lighting Artist*

“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

- Was a part of an extended crew and assisted with lighting several shots for the film.
- Worked closely with the producer and lighting lead to follow and enhance established color script and maintain lighting consistency with other shots.
- Lighting was done in several shots involving characters and environments
- One of the shots involved a moving camera and I had to set up a switch between animated lights and constraints in order to keep the lights focused on the character.

CONTACT

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EDUCATION

Savannah College of Art and Design, Savannah, GA

Bachelor of Fine Arts

Graduated Cum Laude in
May 2021

SOFTWARE PROFICIENCY

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

PROFESSIONAL SKILLS

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