



Education

Savannah College of Art and Design (SCAD)

Bachelor of Fine Arts, May 2019

Animation Major - 3D Animation Focus, Minor in Interactive Design and Game Development

Cum Laude

Software

Maya | Unreal Engine 4 | 3DS Max

MotionBuilder | Vicon Blade | Vicon Shogun | Faceware Retargeter | XSens Motion Tracking

SketchUp | GameMaker Studio 2 | ZBrush | Shotgun

Adobe Creative Suite | Microsoft Office Suite

Experience

Outlook OVFX

Animator/ Motion Capture Artist

(Furloughed due to COVID-19 global pandemic)

November 2019 - April 2020

SCAD

Professor's Assistant - Game Animation

March - May 2019

Motion Capture Club - Vice President

Sept 2017 - May 2019

Exploration Summer Program (EXPLO)

Instructor and Campus Residential Adviser

June - August 2018

Little Lilly

Director, Producer, 3D Animator, 3D Modeler, Concept Artist, Layout Artist, Previs Animator

2018 - 2019

Spector Protectors

Producer, Lead Animator, Lead Rigger, Concept Artist, QA Tester

2018 - 2019

Journey - Dir. Samantha Lee | *Within* - Dir. Makenxee Morales |

2016 - 2018

Paper Cranes - Dir. Brandon Karcher | *Thoughtful Life* - Dir. Jaewook Kim

3D Character Animator

Freelance Artist

2015 - Present

Awards & Honors

SCAD Achievement Honors Scholarship

2015 - 2019

SCAD Academic Honors Scholarship

Dean's List

* References available upon request