

Education

Bachelor of Fine Arts in Animation Savannah College of Art and Design (GPA: 3.95) Relevant Courses - Organic Surface Modeling, Modeling Environment/Props Lighting for Animation, Cloth and Hair Animation, Character Rigging	September 2021 - June 2024
Associate of Science in Animation and Game Art Miami Dade College (GPA: 3.85) Relevant Courses - Animation Studio, Texturing Environment Design, Digital Character Design, 3D Modeling, Storyboarding Essentials.	August 2018 - May 2020

Collaborative Projects

VR Artist and Modeler Coca-Cola & ScadPro Created a VR experience for the client, along with multiple renders and flythroughs of the designed space.	March 2024 - July 2024
Lead Set Modeler “I Spy” Modeled San Francisco Chinatown, including buildings, famous landmarks, and interiors. Also contributed to texturing, animation, and compositing.	August 2023 - June 2024
Game Designer Stride Inc Worked with Stride Inc. to create a gamified education experience. Sculpted unique biomes for the game in Unity. Modeled, textured, and rigged characters and props.	March 2023 - June 2023
Set Modeler “The Little Florist” Designed indoor and outdoor environments: furniture, foliage, buildings etc. Also contributed to texturing, animation, lighting, and rendering.	August 2022 - January 2023
Set Modeler “Ento” Modeled various assets to populate the desert landscape, including plant life, rock formations, and skybox.	October 2021 - February 2022
Lead Set Modeler “What’s the Buzz?” Served as lead set designer. Modeled and rigged props and characters, created textured assets, and animated shots.	August 2019 - May 2020

Work Experience

Multimedia Designer Leon Duct Work Created 3D graphics for promotional material and deisgned new logo. Managed the company’s social media page. Created memos and invoices for clients.	July 2018 - September 2021
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Software

Autodesk Maya	ZBrush	Nuke	Adobe Photoshop
Unreal Engine	Substance Painter	Unity	Adobe Premiere
Houdini	Substance Designer	Shotgrid	Adobe After Effects
Redshift	Blender	MotionBuilder	Microsoft Office Suite

Technical Skills

3D Modeling	Topology	Sculpting
Texturing	Lighting	Rendering
Rigging	Animation	Simulation
PBR	Level Design	Troubleshooting