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Education

Master of Arts in Visual Effects
Savannah College of Art and Design, Savannah, GA
Bachelor of Fine Arts in Animation
Savannah College of Art and Design, Savannah, GA

09/2023 - 11/2024 GPA: 3.55

09/2019 - 06/2023

GPA: 3.79

Work Experience

3D Modeler & Animator, WealthEnV

05/2025 - Present

- Model high-quality 3D assets for a realistic video game environment
- Create modular building sets in Unreal, combining real-world references with unique design elements to enable multiple variations
- Model detailed environments and organic characters in Maya, applying textures in Substance Painter

Freelance Animator, Paragon Events

04/2025 - Present

- Animate 2D graphics and visual elements in After Effects based on client objectives
- Design custom graphic assets to enhance animated content
- Collaborate with the Director of Marketing and Marketing Project Specialist to plan tasks and develop creative strategies for elevating projects

NFT Artist, Freelance

03 - 08/2022

- Developed 5 unique characters in Adobe Photoshop and Procreate software
- Created interchangeable assets to generate multiple customizable NFT variations
- Maintained consistent communication with clients to develop art build

Project Experience

3D Animator, *Ultramarine*

01 - 03/2024

- Assisted 10 person team by incorporating feedback and refining animations
- Partnered with the Animation Lead to animate 2 shots for a 3-minute production
- Animated on 1s, converted to 2s, and refined the final animation for a polished result

3D Animator & Modeler, True Treasure

05/2022 - 06/2023

- Modeled detailed pirate ship in line with film's artistic vision
- Animated 5 shots, leveraged in the dynamic storytelling of the 3-minute short film

Awards

| SCAD Dean's List | 2019 - 2024 |
|-------------------------------------|-------------|
| SCAD Academic Honors Scholarship | 2019 - 2024 |
| SCAD Achievement Honors Scholarship | 2019 - 2024 |

Skills

Soft Skills: Teamwork, Reliability, Flexibility, Resource Management and delegation, Bilingual **Software:** Autodesk Maya, Adobe Substance Painter, Unreal Engine, Adobe Photoshop, Adobe Illustrator, Figma, Maxon ZBrush, Adobe After Effects, Nuke, Procreate

Technical: 3D Animation, Organic Modeling, Hard Surface Modeling, Lighting, Texturing, Motion Capture, Compositing