

Professional Summary

- I am a **motivated** and **results-driven** VFX graduate student with a strong foundation in **model, rigging, texturing, lighting, and shading**.
- I am seeking to advance my career as a **Technical Artist**, leveraging my artistic capabilities, **leadership** skills, and **problem-solving** abilities in a dynamic and innovative environment.

Key Skills

Collaboration
Leadership
Detail-Oriented
Organization
Analytical
Dedicated
Problem-Solving
Critical Thinking

Technical Skills

Java/ JavaScript
C/C++
Python
HTML/CSS
Open Shader Language
SQL

Software Proficient

Maya and Blender
Nuke
Houdini
Substance Painter/Designer
Adobe Creative Suite
Unreal Engine
Unity
Office Suite

Education

Savannah College of Art and Design

Graduation: March 2025

Masters of Fine Arts in Visual Effects

Rollins College 2015- 2019

Bachelors in Computer Science

Work Experience

December 2023 – Current

Package Handler/Trainer • Fedex Ground • Pooler, GA

- Understanding workflow and safety within a warehouse
- Trained new employees in safety procedures and how to properly load, unload, and sort packages
- Took on Ops Manager duties, including assigning trucks for pickup and calling trucks in for unloading.

June 2018 – August 2018

Office Manager • Elite Animation Academy • Tampa, FL

- Oversaw weekly youth summer camps teaching animation and art to kids from 10 – 18 years of age.
- Coordinated with instructors and interns under my supervision.
- Customer Relations
- Providing technical support and class instruction

Academic and Personal Projects

“In the Garden” – Thesis 2025

Creator and Director of Short 3D Film – Unreal Engine

- Preproduction and Concept Development
- Responsible for Cinematography, Lighting, Rendering, Modeling and Rigging of Characters and Assets
- Directing a Sound Design Team

“Project Orpheus” – Summer 2021

Co-Creator, UI Designer, and Game Artist

- Collaborated with a small team of artists and developers in a Game Jam
- Responsible for designing the sprites, background art, and user interface using Unity

Other Experience

- Participation as a background extra on film: *Shift (2025)*
- Competitive Softball for 16 years, 4 years NCAA Division II (Rollins)
- President of Interact Service Club, Freedom High School, 2015