

### Professional Summary

- I am a **motivated CG artist** with a strong foundation in **model, rigging, texturing, lighting, shading, and compositing**.
- I am seeking to apply my artistic capabilities and **problem-solving** abilities in a dynamic and innovative environment to bring stories and visions to life.

### Software

Maya and Blender  
Nuke, After Effects, and Davinci Resolve  
Houdini  
Photoshop and Illustrator  
Substance Painter/Designer  
Unreal Engine  
Unity  
Fusion 360  
Arnold, Mantra, Vray, Renderman

### Technical Skills

3D Modeling  
Texturing and Shading  
Lighting + Rendering  
Real-Time Visuals  
2D Digital Graphics  
Video Editing  
Gameplay Scripting  
Java/ JavaScript  
C/C++  
Python  
HTML/CSS

### Soft Skills

Collaboration  
Leadership  
Detail-Oriented  
Organization  
Adaptable  
Motivated  
Problem-Solving  
Creative

### Education

#### Savannah College of Art and Design

Graduation: March 2025

Masters of Fine Arts in Visual Effects

#### Rollins College May 2019

Bachelors in Computer Science

### Work Experience

August 2025 – Current

#### Adjunct Professor (Digital Media/Visual Effects) • University of Tampa • Tampa, FL

- Prepared educational content and materials for students.
- Provided in-class instruction in the form of live demos, lectures, and one-on-one advising.
- Handled everyday university administrative tasks needed for running the classes.

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

### Project Experience

"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 rapid development cycle for a narrative 2D Puzzle Platform game
- Responsible for designing the sprites, background art, and user interface using Unity