

Education

Savannah College of Art and Design

09/2021 - 06/2025

Bachelor of Fine Art in Animation

Concentration in Technical Animation / Minor in Visual Effect

Film Experience

Alienated

04/2024 - Current

3D Environment and Prop Modeler

Conducted in-depth research on procedural modeling techniques and recorded video guides to enhance the 3D production line.

Designed and generated sci-fi plant assetst, utilizing hand-painted textures and advanced procedural techniques in Blender to ensure optimal visual composition and storytelling during layouts.

Tooth and Nail (Showcased at the First-Time Filmmaker Session)

03/2024 - 06/2024

CGI Generalist

Modeled and textured 3D assets for child’s bedroom environment while creating lighting render layers

Proactively supervised ShotGrid progress updates while maintaining an additional backup spreadsheet to ensure a seamless integration of asstes and high quality final scenes across the production departments.

Clean Up Job

11/2023 - 06/2023

Producer and Visual Effect Supervisor

Researched materials and delivered live demonstrations for VFX matte painters, offering hands-on guidance while delegating group responsibilities

Organized detailed notes for weekly meetings and conducted dailies by providing drawovers and constructive feedback to support both the concept art and 3D team.

ZAP!

08/2022 - 09/2022

3D Environment Modeler

Modeled castles in collaboration with the look development team, producing multiple prototypes of architectural designs inspired by medieval Dracula’s castle.

Work Experience

MAKE Visual Commercial Animation Workshop

10/2024 - Current

3D Generalist and Concept Artist Lead

Collaborated on a 15 second Dorito commercial by leading the ideation of environment concepts, sculpting 3D characters and creating environment assets while maintaining consistent textures.

Demonstrated strong teamwork and adaptability by effectively collaborating to meet evolving project requirements and tight deadlines, utilizing production organizational tools.

Michigan State University Translation Club

08/2024 - 08/2024

Graphic Designer Freelance

Designed a professional logo using Adobe Creative Suite to represent the club’s focus on language translation.

Collaborated closely with the client by creating various design options and incorporated daily feedback, to ensure the design aligned with their vision.

Brighter Day Natural Foods Market

02/2024 - 10/2024

Deli Staff

Designed promotional posters to introduce new seasonal specials using stylized traditional graphics and typography.

Extended teamwork skills by meeting the daily quotas of prepping 100 sandwiched in two hours before opening daily while managing the cash register to ensure a smooth and positive transaction to customers.

SCADpro Collaboration

06/2024 - 03/2024

Creature Concept Artist and 3D Modeler

Analyzed references from previous character designs to conceptualize and sculpt diverse set of enemieswith unique weapon design in Procreate, ZBrush, and Maya.

Integrated finalized assets into Unreal Engine Fortnite, focusing on improving the interactive gaming experience through stylized and optimized models.

Subway

06/2020 - Current

Student Manager Position

Conducted efficient workflow during high-traffic hours by ensuring seamless transctions, timely food preparation, and exceptional customer service.

Trusted to oversee team members, delegate task effectively, and maintain a clean safe environment by upholding company standards with precision and reliability.

Awards and Certificates

Project Management Certified

01/2025

‘Alienated’ Nominated First Place in the 2024 MAKE Thesis Grant

12/2024

SCADamp Certificate

09/2024

Adobe Photoshop Certified

05/2022 - Current

Dean List Honor Student

09/2021 - Current

Skills

Technical

Hard Surface Modeling | Procedural Modeling | Texture Mapping | Sculpting | Retopology | XGen | Lighting

Software

ZBrush | Autodesk Maya | Blender | Substance Painter | Unreal Engine | Nuke | Autodesk Flow / Shotgrid | Adobe Suite