

Work Experience

Faceform, Tutorial Creation, Voice Over

Aug. 2024

- Assisted in the tutorial creation process for Faceforms proprietary software, Wrap4D. Adjusted the script and did voice over to visuals given
- Purpose is to guide new users on certain topics of the program as if they are completely new on how to achieve it.

Animation Projects

Persimmon Red, Character Rigging

Oct. 2023-Apr. 2024

- Creating a main character bird rig
- Creating a joint-based feather system, alongside additional nodes and wire deformers
- Animation for the bird was exported and implemented into Unreal Engine 5

The MenHeim Clinic, Director, Character Rigging, Character Animation

Sept. 2022- Jun. 2023

- Led a large-scale student film, working in multiple departments during all stages of production
- Pushing the use of emerging technologies, like Unreal Engine 5
- Creating an efficient Maya to UE5 production pipeline
- Taught/assisted junior level artists and gave critiques for set dressing and design, as well as acting and animation

Crossing Over, Background Character Rigging

Nov. 2021- Jun. 2022

- Working on a large scale student led team
- Rigging and animating background characters

Education

Savannah College of Art and Design

May 2023

Bachelor of Arts, Concentration in 3D Technical Animation, 3D Character Animation

GPA: 3.33/4.0 | Major GPA: 3.63/4.0

Relevant Coursework: ANIM 323: Collaborative Experiences 3-D Production Pipeline,

ANIM 316: Facial Setup and Animation, ANIM 356: Advanced Character Setup,

ANIM 353: Creatures/Quadrupeds, ANIM 423: Believability/Nuance

Chattahoochee High School

Jun. 2019

GPA: 3.3/4.0 | SAT: 1320/1600

Awards and Honors: Cum Laude, Excellence Award in Animation,

3rd Place Technology Student Association State Competition in Animation,

Computer Technology Pathway Completed and received Java Certification

Skills and Qualifications

Autodesk Maya: Proficient in Character Rigging, Asset Rigging, Character Animation, CFX

Additional Skills: Python 2.7, Unreal Engine 5, Adobe Creative Suite (Photoshop, After Effects, Premiere)