

Dependable, resourceful individual seeking position in a digitally artistic and technical studio. Has a spirited personality with clear communication and organizational skills. Background training in a multitude of software programs with great enthusiasm to learn more.

## Technical Skills

- After Effects
- Photoshop
- ZBrush
- Nuke
- Body Paint
- Renderman
- RSL
- Mudbox
- Microsoft Products
- HTML
- Maya
- Premier Pro
- Linux
- Windows
- Mac
- Python(Beginner)
- Mari
- V-Ray

## Work Experience

- Mural Painter - Floyd Construction** September 2013 - February 2014
- Hand-painted entire wall of a phragmite field
  - stayed on as assistant helping with trim work and room painting
- SCAD Stage/Camera Equipment Supervisor** March 2012-January 2013
- supervise and teach other work-study students on equipment
  - check/fix camera, stage, and animation equipment for damage
  - ensure professors/students are content and delegate any issues
- SCAD Stage/Camera Equipment Monitor** January 2011-March 2012
- checking camera, stage, and animation equipment out to students
  - ensuring the equipment works properly
- Tech Expo 2012 Team Support Runner** February 2012
- provided assistance to the brand representatives from Arri, Canon, etc.
  - stood-in for representatives table and promote equipment during their lectures

## Education

- Bachelor of Fine Arts in Animation** May 2013
- Technical Direction minor  
Savannah College of Art & Design Savannah, Ga

## Project Experience

- Disney Imaginations Competition - Semi-Finalist** August 2012- March 2013
- Created cast member costume design and supplied needed 3D aspects
  - Proactively supported team, proposing new and innovative ideas to further enhance the guest experience
  - Team of 4 placed 8th out of 187 teams
- Character/Prop Surfacing Artist - Thesis Film "The Bear & the Bird"** September 2012
- Created the character and prop style based on the concept art and references
  - Assisted director with final texture appearance of modeled assets
- Character Surfacing Artist - Thesis Film "Buckeye"** March 2012 - April 2013
- Created the character look according to director's objective
- Character Surfacing Artist- Thesis Film "Consume What?"** January 2012 - March 2012
- Surfaced secondary character according to director's objective
- Scene Asset Surfacing Artist - Thesis Film "Dincoco"** August 2012 - March 2013
- Surfaced scene assets
  - Provided assistance for technical issues