



WORK HISTORY

"Atonal Coda" (Unreleased)

07/2025-
present

- Recruiting several peers over multiple disciplines to contribute to the project
- Scheduling regular meetings to review assets, discuss goals, and address challenges of the project
- Setting due dates, tracking progress, and structuring an organization system for finalized assets
- Creating models, layouts and animated shots for the production

"Popped or Alive" (2025)

9/2024-
6/2025

- Worked with a team of ten to create a three minute short film over the span of thirty weeks
- Utilized Maya box modeling to create characters for the film
- Worked closely with technical animators and modelers to learn simple rigging and texturing for characters, set pieces and hero props
- Created detailed animations for each character emphasizing the cartoony feel of the film, often accepted with little to no revisions

SCADPro x RedKulture: Unreal Editor for Fortnite

1/2024-
3/2024

- Worked closely with all other contributors from animation, concept, sound design, game design and production design to work as closely-knit as possible to create a stunning product for our client
- Learned motion capture technology and implemented Mocap animation directly into Unreal Engine alongside other animators and technical animators using Axis Studio and the Perception Neuron 3
- Completed animations both for gameplay and cinematics within Unreal Engine 5, focusing on bringing the character to life above and beyond the client's expectations
- In charge of concept design for multiple assets, working closely with the animation and technical animation teams to make sure designs were flawless for implementation.

EDUCATION

2021-
2025

Bachelor of Fine Arts in 3D Animation
Savannah College of Art and Design

TOOLS

Autodesk Maya, Maxon Zbrush, Adobe Creative Suite (Certified in Adobe Photoshop 2022), Unreal Engine, Microsoft Suite, Google Workspace

SKILLS

3D Character Animation · Box Modeling · Digital Sculpting · Texturing