

Professional Summary

Energetic and detail-oriented 3D animator versed in a wide range of animation styles. Obsessed with fast-paced collaborative settings. Continuously delivering high quality, compelling work under tight deadlines.

Experience

Toontown Rewritten - Animator + Concept Artist

March 2023 - PRESENT

- Collaborated with a team of artists, programmers, and game designers to create efficient and playable animation
- Created concept art in a specialized art style to match the creative vision of the original game, while giving it a new flare

Twenty One Pilots: Ned's Cozy Fireplace - Lead Animator

Contract - November 2023

- Lead animator for various animated cycles in Cinema 4D for the client's social media
- Quickly tackled new programs under a tight deadline

SCAD Animation Studios - Animator

June 2022 - June 2023

- Animated a wide variety of characters in an action-packed story, including humans, quadrupeds, and the undead
- Collaborated closely with a team of 100+ artists, primarily responsible for character animation and shot previsualization
- Quickly adapted to a new style with tight deadlines
- Animated and operated in Unreal Engine 5

Education

Savannah College of Art and Design (SCAD)

Savannah, GA

Pursuing a Bachelor's degree in 3D Character Animation,

with an expected completion date in June 2024

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Skills

Maya

Unreal Engine 5 Houdini Cinema 4D Shotgrid Adobe Photoshop Adobe After Effects Adobe Illustrator