



Education

SCAD

The University for Creative Careers®

Bachelor of Fine Art in Animation

GNOMON
SCHOOL OF VISUAL EFFECTS

Certificate in Digital Production

Software

Maya, Mudbox, Marvelous Designer, 3DSmax, 3D Printing, 3D Scanning, Zbrush, Arnold, Keyshot, Vray, XGen, Yeti, Substance, Houdini, Topogun, Unreal, Unity, Photoshop, Procreate, Illustrator, Python, Oculus VR, HTC Vive VR, Medium VR, Quill VR, SpeedTree

Film and TV Works/Collaborative

2020

Lost Trail Productions

Responsibilities: Designing, Modeling, Texturing

2019

Sinful Monarchy

Responsibilities: Designing, Modeling, Texturing and creating Fur/Hair for the Unreal Engine

2018

Dreamworks Feature

Responsibilities: Character, Environment, and Prop Modeling

Astro

Iskabbittie

Responsibilities: Character Modeler

Responsibilities: Art Director, Modeling, and Texture Artist

2017

Mentorship

Responsibilities: Learn under Mike Defeo

2016

DHX - Media

Responsibilities: Modeling and Texturing Artist

