



I am an artist specializing in 3D animation with additional skills in motion graphics, illustration and graphic design. I am open to working both solo and as an enthusiastic team member.

ART EXPERIENCE

DATA IMAGERY EDITOR: Apple via Apex Systems (March 2017 - Sept 2018) Cupertino, CA

- Efficiently analyzed, identified and corrected issues by annotating 2D imagery and 3D generated data
- Used comparative analysis to establish conformity throughout projects
- Optimized existing processes in order to meet client's goals
- Communicated effectively in a team environment in order to increase productivity
- Was openly receptive to feedback and executed necessary changes in a timely manner

3D ANIMATOR: Mirage3D (April 2018 - June 2018) Remote (NL-Based)

- Created character animations for the fulldome production *Mars1001*

3D ANIMATOR: Mirage3D (April 2016 - May 2016) Remote (NL-Based)

- Created quadrupedal creature animations for the fulldome production *Life Under the Arctic Sky*

3D ANIMATOR: Sketchy Panda Games (July 2015 - Sep 2015) Remote (UT-Based)

- Created animations for multiple characters for the game *Aberford*, both for in-game use and for promotional footage

3D ANIMATION INTERN: Imagination At Play (July 2015 - Sep 2015) Los Angeles, CA

- Created character animations for a nationally-broadcasted commercial (Client: GameFly)

ARTIST AND CONSULTANT: RDC Design Group (April 2014 - Nov 2015) Remote (PA-Based)

- Created numerous motion graphics television advertisements for local businesses (Client: Direct Ad Network)

3D ANIMATOR: Center City Film & Video (April 2014) Philadelphia, PA

- Created character animations for an unreleased children's television production

ART INTERN: Hit the Sticks (July 2013 - Feb 2014) Devon, PA

- Conceptualized, modeled and textured in-game 3D environmental assets and props
- Conceptualized, storyboarded and animated graphical logo for the game
- Added special effects to enhance still paintings in After Effects

OTHER EXPERIENCE

IT HELPDESK: Medallia via Premier (Sep 2016 - March 2017) Palo Alto, CA

- Provided internal company IT support both face-to-face and remotely through tickets and hotline calls with problems involving hardware/software/mobile/AV
- Prepped laptops for new hires, wrote up knowledge-base articles, helped manage inventory and shipments, helped maintain AV function/neatness of conference rooms

CONFERENCE ASSOCIATE: Game Developers Conference (Feb-March 2015-2017) San Francisco, CA

- Assisted speakers and supervised sessions, guarded doors, checked badges, answered attendee questions, remained at ready for various random complications, etc.

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TECHNICAL SKILLS

Autodesk Maya
Autodesk 3ds Max
Reallusion 3DXchange
Reallusion iClone
Mixamo Fuse
Pixologic Zbrush
Unity3D
Corel Painter
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Adobe Flash
Final Cut Pro

EDUCATION

ART INSTITUTE OF PHILADELPHIA: Sept 2013

Bachelor of Science
• Media Arts and Animation

ANIMATION MENTOR: June 2015

Certificate of Completion
• Animation Fundamentals
• Character Animation Production

ABOUT ME

- Owner of Haru, the samurai shih tzu
- Knows a ridiculous amount about the Harry Potter series
- Avid MMORPG player
- Casual yogi
- Has worked 3 years as a Conference Associate of the Game Developers Conference
- Does not know how to swim, but enjoys kayaking