



PROFILE

Student studying 3D technical animation at SCAD. Primarily proficient in Character TD, with developed skills in modeling and look development, as well as being knowledgeable in 3D animation, lighting, UV mapping, and rendering.

EXPERIENCE

Out O' the Inkwell

Aug 2020 – May 2021

Rigger

Rigged props to be animated and used by the main character "Duncan". Also rigged background props.

Ghosts to Coasts

Mar 2021 – May 2021

Rigger

Rigged the body of antagonist "Bonedaddy" and provided support with troubleshooting the facial rig. Also created an emissive light rig on the character.

SCAD Animation Studios

Jun 2021 – Present

Rigger

Responsible for rigging characters and props. Additionally supported the development of an auto rigger to be implemented on the characters in the project as well as any future projects.

Ubisoft, Morrisville, North Carolina

May 2019 – Jul 2019

Customer Support Intern

Provided support for customers who were facing issues with games or had problems with payment, accounts, or other unexpected issues. Quickly identifying issues from a wide range of topics, as well as hasty problem solving, troubleshooting, and communication via text and email. Additionally recorded all solutions for potential future cases.

EDUCATION

Savannah College of Art & Design

Sep 2019 – Jun 2023

BFA In animation

Studies based around technical aspects of animation such as modeling, rigging, and lighting, with a main focus on character setup rigging.

GPA 4.0

SOFTWARE

Autodesk Maya

Zbrush

Substance Painter

Photoshop

Premiere Pro