

## OBJECTIVE

Seeking a CG Animation related position to pursue a passion of bringing stories to life through movement and emotions.

## EDUCATION

California Institute of the Arts (CalArts)

SEPTEMBER 2014 - MAY 2018, BFA

- Majoring in ANIMATION

## SKILLS

### SOFTWARE

- Maya
- Blender
- Unreal Engine
- Octane
- Redshift
- V-Ray
- ZBrush
- Mudbox
- Substance Painter
- PFTrack
- Premiere Pro
- After Effects
- Photoshop
- Ftrack
- Linux

### SOFT SKILLS

- Flexible
- Communicative
- Quick and efficient
- Problem solving abilities
- Works well with others

## EMPLOYMENT

### SENIOR ANIMATOR

March 2026 - Present, *MAGIC MEDIA*

(Unannounced project)

### PRODUCER & ART DIRECTOR

January 2026 - Present, *Valor Cat Studios*

(*Valor Cat* web series)

### CO-HEAD OF ANIMATION & PROJECT MANAGER

November 2024 - December 2025, *MULHOLLAND*

(App development)

### LEAD ANIMATOR

June 2024 - May 2025, *LIGHTCRAFT ANIMATION*

(Unannounced project)

### ANIMATOR & PRODUCTION COORDINATOR

February 2024 - September 2024, *MICROWAVE STUDIOS*

### LEAD ANIMATOR

July 2024 - August 2024, *SLIME STUDIOS*

(*"Slime"* proof of concept)

### ANIMATION ARTIST

August 2020 - February 2023, *DREAMWORKS ANIMATION*

(*"The Croods: Family Tree"*)

### CHARACTER ANIMATOR

December 2019 - March 2020, *THE MILL*

(Walmart - Super Bowl Ad, Jolly Ranchers, E\*TRADE)

### CHARACTER ANIMATOR

September 2019, *DIGITAL DOMAIN*

(Buzzfeed)

### CHARACTER ANIMATOR

August 2019, *THE MILL*

(League of Legends, Facebook)

### PREVIS ARTIST

July 2019 - August 2019, *MPC*

(*The Last of Us Part II*)

### CHARACTER ANIMATOR

April 2019 - June 2019, *THE MILL*

(Geico, Energizer, Uber)