

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 (9 years of experience)
- Blender
- Unreal Engine
- Unity
- 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

ANIMATOR

NOVEMBER 2024 - Present, MULHOLLAND
(Unannounced project)

LEAD ANIMATOR

JUNE 2024 - APRIL 2025, LIGHTCRAFT ANIMATION
(Unannounced project)

ANIMATOR

FEBRUARY 2024 - SEPTEMBER 2024, MICROWAVE STUDIOS
(Unannounced project)

ANIMATOR

July 2024 - AUGUST 2024, SLIME STUDIOS
(Slime)

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)

AWARDS, NOMINATIONS & MENTIONS

- Featured on Voyage LA - 2019
- Semi-Finalist Festival of Terror - 2018
- Awarded the Hillenburg Family Scholarship - Princess Grace Foundation 2017
- Nominated for Best Animated Short - Cartoon Club 2016 & 2018
- Best Animated Short Finalist - IndustryBOOST - 2016
- Featured on Show Me The Animation - 2016