

## Summary

2D/3D animator and motion graphic designer seeking to apply skills on a wide variety of different media projects. From modeling, rigging to animating, can be entered into the production pipeline where needed.

## Skills

### Overview:

2D: Motion design, animation and illustration  
3D: Organic & hard surface modeling, texturing, rigging, animating  
Video: Editing, color correction, sound

### Software

2D: AfterEffects, Photoshop, Illustrator, Clip Studio Paint  
3D: Maya, C4D, Blender, Substance 3D Painter, Zbrush  
Video: Premiere Pro, Toon Boom Harmony, Adobe Animate  
Platforms: Comfortable on both macOS and Windows

## Work History

2023 -  
2025

### **Full-Time**

Impact Networking: *2D & 3D Video Animator and Designer*

2019 -  
2023

### **Freelance**

#### **Clients:**

MEISTER: *Lead animator and 3D Generalist on multiple projects:*

Roblox & NIKE: *Lead 3D animator on 2 ad campaigns*

Meta/Oculus: *3D Animator for Oculus tutorial animations*

Messenger: *3D Modeler, rigger, animator for AR filters for platform*

Leviton: *Video editor and motion graphics for B2B internal videos*

Margle Media::

Waterstone Bank: *motion graphics for multimedia ad campaign*

Dream Syndicate: *3D Modeler, rigger, animator of medical equipment and anatomy*

2017 -  
2019

### **Full-Time**

Anixter Inc: *2D & 3D Animator and Designer*

2011 -  
2016

### **School, Internships, Freelance**

#### Clients:

Chicago Field Museum: *3D Dinosaur Reconstruction Artist*

Xpress Video Productions: *2D VFX compositor and editor*

Agency EA:

Grant Thornton: *2D motion graphics artist*

Sarofsky Studios: *VFX motion graphics artist*

#### Internships:

RADAR Studios: *Production assistant*

Augenblick Animation: *2D cell animator*

## Education

2015

Savannah College of Art and Design  
MFA, Animation

2011

Columbia College Chicago  
Continued Education, Animation

2009

Rhode Island School of Design  
BFA, Film/Animation/Video