



2D | 3D Media Generalist

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OBJECTIVE

2D/3D animator and motion graphic designer seeking to apply skills on a wide variety of different media projects. From modeling, rigging to animating, I can enter the production pipeline where you need me.

QUALIFICATIONS

Technical Skills

3D: Organic & Hard Surface Modeling / Texturing / Rigging / Animating
2D: Illustration/ Animation/ Motion Design / Scripting (Actionscript 3)
Video: Editing / Color Correction / Sound

Software

Adobe Suite : Ae, Ps, Ai, An (Fl), Pr, Au
3D: Maya, C4D, Zbrush
Other: Toon Boom Harmony, Clip Studio Paint
Platforms: OS X, Windows

EMPLOYMENT/ EXPERIENCE

Full-Time

Company:

Anixter Inc: January 2017-November 2019 (2D & 3D Animator and Designer)

Freelance

Clients:

MIESTER: Summer 2019
Dream Syndicate: Summer 2019
Chicago Field Museum: Fall 2014 & 2017 (dinosaur reconstruction artist)
Agency EA/Grant Thornton : Fall 2016
Xpress Video Productions: Summer-Fall 2016
Hollister Inc : Spring 2016
Sarofsky Studios : January 2016
RADAR Studios: Fall 2014 (production assistant)
Augenblick Animation: Summer 2011 (animation assistant)

Authored two animated shorts:

Athenaum (2015) 3D Maya animation, and Theosaurology (2009) 2D cel animated

EDUCATION

Savannah College of Art and Design
MFA 2015, Animation

Columbia College Chicago
Continued Education 2010-11, Animation

Rhode Island School of Design
BFA 2009, Film/Animation/Video