

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: Premier Toon Boom Harmony, Adobe Animate
Platforms: Comfortable on both macOS and Windows

Work History

2019 -
Current

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*

Responsibilities:

Created 2D vector motion graphics and 3D graphics to enhance video and other company promotional materials. Additional work included video editing of company videos and stock footage to create engaging and educational content.

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