



PROFESSIONAL EXPERIENCE

3D Artist / Animator | Digital Worlds Institute **April 2016-Present**

- Lead animator for 2D/3D character animation & motion graphics productions
- Create storyboards and animatics, model characters, props, & environments
- Rig characters, paint textures, and design effects for 2D/ 3D film & games

Lecturer | University of Florida **June 2016-Present**

- Instruction and development for animation, modeling, texturing, & lighting courses
- Redesigned curriculum resulting in a top 30 public university animation program
- Contributed to several search committees & constitution of the College of the arts

Freelance | Artist / Animator **July 2011-Present**

- Design logos, illustrate, animate 2D/3D characters, & design motion graphics
- Clean up 3D scans, add sculpture detail, & prepare models for 3D printing
- Consult on animation, modeling, and rigging for companies such as IM4 Media, Learning Worlds Institute & BehaviorMe

Production Supervisor | United States Navy **July 2006-June 2011**

- Led team of 16 electronics technicians in the repair of vital aircraft radar systems
- Responsible for an inventory of essential equipment valuing over \$3,000,000
- Coordinated with multiple maintenance departments to assess over 5,000 repair items

EDUCATION

MFA, Interactive Design and Game Development | GPA 3.94 **2021** Savannah College of Art and Design (SCAD)

BFA, Animation | Cum Laude **2015** Savannah College of Art and Design (SCAD)

PROJECTS

Battle of Fort McAllister: Interactive Museum Exhibit **2021**

- Modeled & textured 3D assets for the Fort McAllister State Park Museum
- Historical research, Reference gathering, & concept development

Patent Your Passion: Educational Film **2019**

- Concept Development & pre-production for live action/animated film
- Modeled, textured, rigged, & animated 3D assets
- Compositing/rotoscoped renders, edited sound and video for final deliverable

TreeTender: Animated Short Film **2017**

- Lead 3D animator on Florida Museum of Natural History's 100th Anniversary Film
- Managed production pipeline and maintained consistency across production

SOFTWARE

- Maya
- Photoshop
- Premiere Pro
- After Effects
- ZBrush
- InDesign
- Substance 3D
- Harmony Premium
- Motion Builder
- MEL
- 3DS Max
- Animate

SKILLS

- Character Animation
- 3D Modeling
- UV/Texturing
- Lighting
- Illustration
- Storyboarding
- Rigging
- Organization
- Team Organization
- Communication
- Teaching
- Long Distance Running