

CONTACT



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SKILLS

Technical:

Hard surface & procedural modeling **Environment layout & scattering** Kitbashing & efficient UV layout Texture painting Procedural shader development Physically based rendering Compositing (working knowledge)

Soft:

Creativity Problem solving Fast learning Attention to details Collaboration Communication Time management Organization skills

EDUCATION

Savannah College of Art and Design M.F.A. in Visual Effects

Sep 2018 - Jun 2022

New York University

B.S. in Interactive Media Arts Sep 2014 - Jun 2018

SOFTWARE PROFICIENCY



Maya

Arnold



Houdini



Unreal Engine



RenderMan





Ds Substance Designer



Substance Painter



Nuke



Adobe CC



SpeedTree

EXPERIENCE



Ingenuity Studios

CG Generalist, Jul 2022 - Present

Responsible for creating photorealistic CG assets and environments, lighting and rendering for a range of projects spanning television shows, feature films, commercials, and advertisements. Clients include Netflix, Hulu, NBC, AMC, Showtime, Maybelline, BravoCon and more.



Hinge

3D Generalist Intern, Dec 2021 - Mar 2022

Worked on the Adult Swim program "Toonami". Tasks included asset modeling, texturing and look development in Maya and Substance Painter; lighting and rendering in Maya V-Ray and Unreal Engine 4.



SCAD Animation Studios

Lighting Artist, Mar 2021 - Jul 2021

Responsible for lighting several shots for "HEX LIMIT", a 3D animated cyberpunk fantasy short film.



HP, Adobe, Intel, Nvidia x SCADPro

3D Generalist, Jan 2021 - Mar 2021

Responsible for designing and creating 3D assets for AR usage for the HP ZBook product marketing campaigns.



Foundry - Shanghai Office

Graphic Design & Visual Design Intern, Jun 2017 -Nov 2017

Lead editor for Foundry's 2017 APAC showreel. Responsible for graphic design, product manual translation and event photography for company's marketing campaigns.