

Experience

Schüco USA - 3D Generalist

Creating technical animations showing window unit assembly and installation, creating 2D/3D graphics, creating models and animations for Unreal Engine, building and lighting scenes in Unreal, creating materials and rendering in V-Ray and Unreal, storyboarding, concept development, compositing and editing animations and live footage

Working independently and within a small team

Communicating with clients and implementing feedback

Nov 2019 -

Augmented Robbery - short film by Matt Kreft

Character animator, environment modeler, prop modeler, texture artist, lighting artist, lead concept artist, lead character modeler, head of rendering, rigger, promotional materials designer

Working and problem-solving within a group of six.

2018 - 2019

Education

Bachelor of Fine Arts in Animation

Savannah College of Art and Design/ Savannah, GA

Courses of study included: Digital Lighting and Rendering, Rigging, Technical Animation, Art History, Drawing, Sound Design, Philosophy, Psychology, Math, Public Speaking

May 2019

Freelance Work

Homespun Traditions

Graphic Designer

- Logo design
- Sign layout
- Wedding invitation design

Olivia Parrott

Illustrator/Designer

- Digital painting
- Logo refinement

2016 -

Software

Maya, Photoshop, Substance Painter/Designer, Nuke, Premiere, ZBrush, After Effects, Unreal Engine 4/5, Illustrator, Houdini, Blender

Accomplishments

Illinois Valley Central High School Summer Theater

Painted sets, designed props, and digitally illustrated promotional posters for local musicals

Summer 2016, 2017

Peoria Players Theater

Painted sets for local musical

Summer 2016