



OBJECTIVE

The creation of both real and imaginative characters, environments, assets and special effects. For still/moving images and visual effects using computer hardware and software.

EDUCATION

MFA in Visual Effects | Savannah College of Art and Design (SCAD) 2016–November 2019

BFA Media Arts and Animation | Art Institute of Virginia Beach 2012-2014

AAS in Visual Communications | ITT Technical Institute 2009-2011

SOFTWARE

- Zbrush
- Houdini
- Maya
- 3Ds Max
- 3D Coat
- Mudbox
- Marmoset
- Substance Painter

SKILLS

- Nuke
- Premier
- After Effects
- Photoshop
- Sketchbook
- Final Cut
- Unity
- Unreal
- Sculpting
- Models and Miniatures
- Prop Building
- 3D Printing
- Airbrush
- LEDs
- Welding
- Basic Mel & Python Maya

EXPERIENCE

Siggraph Student Volunteer | Siggraph LA 2019

- Instructed visitors on how to use the HTC and Oculus rift, while informing them about VR and game developers.
- Cleaned photogrammetry data in ZBrush in order to facilitate the 3D printing process of custom bobble heads at Siggraph's Studio.
- Assisted visitors at special events, panels and "meet and greet".

ZBrush Workshop | SCAD Atlanta 2018

- Taught digital sculpting methods, basic texture painting, transfer of UV maps to external 3D packages and how to maximize the use of ZBrush interfaces.

Generate | 24-hour VFX Challenge SCAD Atlanta 2017

- Tasked with the sculpting, retopologizing, UV mapping, texturing and rigging of a humanoid head.
- Troubleshoot lighting and compositing.

Collaborative Learning Center (CLC) | SCAD Atlanta 2017

- Created multiple ZBrush models and textures for the Atlanta Football Host Committee interactive 3D logo.
- Managed, in Collaboration with the Atlanta Football Host Committee, the creation of new designs for the "Extra Yard for Teachers" Event.

Generate | 24-hour VFX Challenge SCAD Atlanta 2016

- Tasked with the sculpting, retopologizing, UV mapping and texturing of an environment-based shot.

Light Up Ceremony | Art Institute of Virginia Beach 2013

- Made an animated short film in collaboration with Mayor Will Sessoms of Virginia Beach.
- Modeled, textured, and lit environments.
- Troubleshoot character rigs.