

## Collaborative Experience

### *Abhorrent Abyss*

#### **3D SCAD Student Video Game August 2021**

- Took .fbx files and installed motion capture onto characters.
- Reported to supervising teammates to ensure consistent stylistic choices for each character.
- Kept up with pipeline deadlines.

### *A Wolf in Sheep's Clothing*

#### **3D SCAD Student Film August 2019 - May 2020**

- Worked alongside the director to develop the layout for cinematic scenes.
- Integrated and then Animated dialogue scenes.

### *Moonlanding*

#### **3D SCAD Student Film Winter 2018**

- Added Character, props, and environment to the scenes.
- Determined the timing, and movements for the scene.
- Modeled, Textured, and Rigged props for character.
- Animated scenes of main character.

## Education

### **Savannah College of Art and Design Graduated May 2020**

- Bachelor's of Fine Arts in Animation

### **Technicolor Creative Studios Completed 2022**

- Certificate for Layout for VFX

## Languages

English

Spanish

## Additional Experience

### Assistant Teacher

#### **Goddard School of Issaquah Sep 2022 - Current**

Issaquah, WA

- Updated student information in a timely manner, meeting daily goals.
- Worked alongside the lead teacher to develop an efficient classroom.
- Maintained open communication with lead to address feedback

### Crew Member/Sign Artist

#### **Trader Joes Jan 2022 - May 2022**

Ft. Lauderdale, FL

- Collaborated with Crew Members and Mates to create a successful environment for customers.
- Interacted with customers to develop an exceptional shopping experience.
- Created replacement signs for products that may have been missing descriptions.

## Skills

### Technical Skills

- 3D Animation
- 3D Hard Surface Modeling
- Character Design
- Visual Development
- Layout Design
- 2D Rigging
- Digital Painting
- Mocap Cleanup

### Software

- Maya
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Adobe Aftereffect
- Microsoft Office Suite