



About Me

I am a 3D animator with 7+ years of experience in cinematic and gameplay animation in film, virtual production, and games. As a critical thinker and adaptable team player, I am seeking opportunities in a collaborative, creative environment that supports continued learning and innovation.

Experience

Calypte, a Virtuos Studio *Video Games*
Gameplay Animator Dec 2022 - Oct 2023

Freelance Animator *Video Games & Advertising*
Animator May - Dec 2022

Playstation Studios Visual Arts *Video Games*
Cinematic Animator Nov 2021 - May 2022

The Third Floor *Motion Pictures & Film*
Animation Artist Sep 2021 - Nov 2021

Halon Entertainment *Motion Pictures & Film*
Cinematic Animator Nov 2020 - Sep 2021

CGLA Studios *Live Television AR/VR*
Character Animator Mar - Nov 2020

Dark Catt Studios *VR Games and TV/Film*
Lead Animator Feb - Nov 2019
3D Animator Nov 2017 - Nov 2019

Education

Savannah College of Art and Design (SCAD)
Savannah, GA
B.F.A. Animation, June 2017

Awards

Anima Dea

Animated Short **Director and Animator**

- Best Animated Film 2018 at Illinois International Film Fest
- Glendale International Film Fest; Glendale, California
- EPIC ACG Fest; Mountain View, California

Interests

Gaming (Breath of the Wild, Tales of the Abyss, Stardew Valley, and many more)
Drawing
Dungeons & Dragons
Comic books and graphic novels

Skills

- 3D Character, creature, prop, and camera animation
- Motion capture (Vicon and Qualisys): preparing and running a session, data cleaning, clean up for bipeds & quadrupeds
- Directing facial actors, creating a face profile, and cleaning facial motion capture from Dynamixyz.
- Sequencing in UE4, rendering in Maya and UE4

Projects

Undisclosed AAA Game

Dec 2022 - Aug 2023 / *Calypte*

Action video game **Gameplay Animator**

- Created locomotion and combat animation for client's AAA game

Last of Us Part 1: Remake

Nov 2021 - May 2022 / *Playstation*

Action video game **Cinematic Animator**

- Cinematic animations focusing on facial animations and face solves

Disney's Pinocchio

Nov 2020 - Feb 2021 / *Halon Entertainment*

Live-action motion picture **Cinematic Animator**

- Created pre-vis animations based on storyboards
- Animated cycles for characters and crowds

Djinni & Thaco: Trial by Spire

Mar - Nov 2019 / *Dark Catt Studios*

VR video game **Lead Animator**

- Gameplay character animations: walks, victories, deaths, boss introductions, etc. (motion capture)



Maya
7 years



MotionBuilder
4 years



After Effects
6 years



Unreal Engine
5 years



Photoshop
8 years



Illustrator
5 years



Premiere Pro
2 years