

Career Objective

Motivated animator with 5+ years of experience.

Driven by out-of-the-box ideas from multiple sources. Variety of skills in both 2D and 3D animation. Seeking an opportunity to begin my professional career in an enjoyable environment.

Professional Experience

3D Generalist | AT&T Freelance Christmas Animation

December 2024

- Modeled background and heads to replicate Rankin-Bass Christmas specials
- Edited frames in After Effects to simulate simple stop-motion animation
- Went through entire 3D animation pipeline in around 9 days

3D Generalist | Breaking Bad Animation

Spring 2023

- Produced high-quality passes of animation throughout the quarter
- Assembled and organized models/props for a cohesive shot
- Created dynamic lighting for the final render

3D Character Animator | “Ice Cream Cake”

September 2021 - May 2022

- Turned in animations on time and in high quality during production
- Helped extensively with lighting during post-production
- Volunteered to help with other people’s shots during crunch hours

3D Character Animator | “Helium Creatures”

Spring 2021

- Created lighting for morning, midday, and sunset scenes throughout the movie
- Modeled several basic props
- Animated both character and background shots

Education

Master’s of Arts - School of Animation and Motion Design

*Savannah College of Art and Design,
Savannah, GA*

Adobe Illustrator 10-Week Course

Art Institute of Colorado

Software Experience

- Autodesk Maya
 - *Character Animation*
 - *Creature Animation*
 - Modeling
 - Lighting
 - Rendering
- Adobe
 - After Effects
 - Illustrator
 - Photoshop
- Toon Boom Harmony

Skills

- Honesty
- Positive attitude
- Time management
- Strong communicator
- Empathetic
- Adaptability
- Organization
- Detail-oriented