

Career Objective

Ambitious 3D animator with around 3+ years of lighting experience. Loves to collaborate with other artistic individuals. Skills in almost all aspects of 3D pipeline, but specialty is animation and lighting design. Seeking opportunities to grow my skills and portfolio!

Professional Experience

3D Lighting Designer | “Breaking Bad Animation”

Spring 2023

- Created both character animation and lighting setup
- Played around with light linking to make certain parts of the background darker
- Fully rendered out shot to give softer lighting to face

3D Lighting Director | “Ice Cream Cake”

June 2021 - May 2022

- Created dynamic lighting changes for a specific shot to emphasize the emotion
- Learned about light linking, which was very helpful for this project
- Took on responsibility of lighting director to take workload off director and producer

3D Lighting Director | “Helium Creatures”

Spring 2021

- Created lighting setups for both character and background shots
- Helped out other teammates to create cohesion in shots
- Created various times of days to show time progression (midday, afternoon, sunset)

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