

## EXPERIENCE

October 2021 - March 2023

### SPIN VFX

#### JUNIOR MODELING / TEXTURE ARTIST

Atlanta, Georgia

- Contributed to feature films such as *Doctor Strange in the Multiverse of Madness*, *Ant-Man and the Wasp: Quantumania*, *Big George Foreman*, and the upcoming *Saving Bikini Bottom*. With a specialty towards modeling and look development.
- Collaborated closely with the assets, shading, and lighting artists in conjunction with the production team (Asset Supervisor, Producers, VFX Supervisor, and CG Supervisor) to meet technical requirements.
- Worked with an emphasis on the aesthetics and techniques of photo-realistic effects.
- Managed the quality of 3D models and textures for production use in high and low-res formats.
- Modeled hard surface and organic matter.
- Ensured that assets were of quality whilst mindful of given prompts and scheduling parameters.

September 2018 - May 2021

### SAVANNAH COLLEGE OF ART AND DESIGN

#### CG GENERALIST STUDENT

Savannah, Georgia

- Honed fundamentals of topology flow, UV's, working hierarchy of primary, secondary, and tertiary forms.
- Prepared accurate breakdowns and briefs to demonstrate processes and procedures during critique.
- Created an accurate assortment of organic and inorganic PBR materials. Managing render times.
- Utilized a light integration kit to a real-world location for the purposes of recreating the lighting conditions in a CG environment complete with accurate reflections, key, fill, and bounce light.
- Contributed to a 30-second student commercial for the purpose of learning real-world lighting and cinematography.

## TECHNICAL SKILLS

### MODELING

- Maya
- Zbrush
- Houdini
- Rizom UV

### TEXTURING

- Substance Painter
- Mari
- Quixel Mixer
- Adobe Photoshop

### LIGHTING / RENDERING

- Arnold
- Katana
- Nuke
- Unreal Engine
- Renderman
- Marmoset

## EDUCATION

2018 - 2021

### VISUAL EFFECTS M.F.A.

Savannah College of Art and Design

2014 - 2018

### ANIMATION AND VISUAL EFFECTS B.F.A.

New Mexico State University