

## EDUCATION

### M.A in Visual Effects

Savannah College of Art and Design

Savannah, GA

Sep.2022 - Jun.2024

### B.A in Animation Design

University of Technology Sydney

Sydney, Australia

Mar.2018 - Mar.2022

## EXPERIENCE

### Environment Artist

#### Rebecca Everlene Trust Fund Company

Savannah, GA

Sep.2024 - Jun.2025

- Modeled and textured game-ready assets for the Landmarks video game, adhering to PBR workflows.
- Developed models and stylized textures based on concept designs and optimizing low-poly assets for performance.
- Successfully maintained an average poly count of under 500 triangles per model for optimal performance.

### 3D Artist

#### Zach D. Films

Savannah, GA

Oct.2024 - Dec.2024

- Produced 20-45 second high-quality 3D animation clips for YouTube shorts, successfully delivering four videos.
- Took full responsibility for all aspects of animation production, including modeling, lighting, effects, and animation, ensuring alignment with the producer's requirements.
- Utilized tools such as Houdini, Maya, and Nuke, covering a wide range of effects techniques including RBD simulations, Pyro effects, and character animation.

### CG Generalist

#### Harbor Picture Company

New York City, NY

Jun.2024 - Sep.2024

- Created photo-realistic vehicle and building assets, including optimizing the models, developing textures and shaders, achieving integration with live-action footage for commercials.
- Collaborated with compositing and design teams to develop creative CG projects for social media, focusing on creative design, effects R&D, look development, and lighting for correct live-action matching.
- Successfully delivered two CG motion videos and live-action interaction videos optimized for social media engagement, showcasing precise lighting and material matching.

### FX Artist

#### SCAD X Harbor Picture

Savannah, GA

Jan.2024 - Apr.2024

- Collaborated with design and compositing teams to create a full-CG product motion video, ensuring a cohesive and visually compelling result. Developed concept designs, effects/FX, and 3D previs. Built procedural materials using Houdini's node-based workflow, enhancing efficiency and flexibility in look development.
- Produced and executed over three types of effects, including RBD fracturing and reassembly, particle motion, and vellum simulation.

## PROFESSIONAL SKILLS

Effects Simulation/Real Time Effects  
Tool Development  
Procedural Modeling and Textures  
Procedural Material Library Build Up  
Python & VEX  
OSL & HLSL  
Linux  
Look Development

## SOFTWARE SKILLS

Houdini  
Unreal Engine 5  
Maya  
Nuke  
Substance Designer  
Substance Painter  
Zbrush  
Adobe

## AWARDS & RECOGNITION

IDA Design Awards 2024  
Bronze in Multimedia  
Rookie Awards 2024  
Rank A & Draft Selection (Visual Effects & Motion Design)  
BIPOC Film Festival 2022  
Selected Movie (3D Animation)