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## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN

B.F.A Visual Effects | 2017 - 2020  
 VFX Valedictorian  
 Summa Cum Laude  
 Gutstein Prize Endowed Scholarship  
 Dean's List  
 Academic Honors Scholarship  
 Achievement Scholarship

### BAKERSFIELD COLLEGE

A.A. Fine Arts | 2014 - 2017  
 Summa Cum Laude  
 Dean's List  
 President Scholars  
 Exhibitor at Jones Gallery Student Exhibition

### LIBERTY HIGH SCHOOL

High School Diploma | 2010 - 2014  
 4.0 GPA

## SKILLS

- |                  |                 |
|------------------|-----------------|
| Lighting         | Graphic Design  |
| Compositing      | Illustration    |
| Rendering        | Photography     |
| Look Development | Editing         |
| 3D Modeling      | Digital Art     |
| Layout           | Social Media    |
| Animation        | Motion Graphics |

## TOOLS

- |                     |                  |
|---------------------|------------------|
| Unreal Engine       | Illustrator      |
| Nuke                | Photoshop        |
| Maya                | Premier Pro      |
| Houdini             | After Effects    |
| World Creator       | Lightroom        |
| Houdini             | Procreate        |
| Shotgrid            | Microsoft Office |
| Substance Painter   | Social Media     |
| Real-time Rendering | Windows          |
| Redshift            | OS X             |
| Arnold              | Linux            |
| RenderMan           |                  |

## EXPERIENCE

### CG GENERALIST

Falcon's Treehouse Creative Group | Orlando, Florida  
 June 2021 - Present  
 Collaborates between multiple departments in the VFX pipeline to create world-class attractions for theme parks, resort based entertainment, and unique guest experiences.

### LIGHTING TECHNICAL DIRECTOR

The Element X Studios | Irvine, California  
 March 2021 - June 2021  
 Worked in collaboration with The Monk Studios in Bangkok, Thailand to coordinate and organize a team of international artists to produce VFX shots for a series called *Hero Books*.

### HOUDINI LIGHTING & RENDERING ARTIST

3D Paint / FX | Santa Monica, California  
 October 2020 - March 2021  
 Packaged and delivered numerous vfx shots to meet deadlines, research and developed efficient lighting techniques, and rendered and composited shots for film.

### GRAPHIC DESIGNER & CONTENT CREATOR

XII Productions | Bakersfield, California  
 March 2020 - June 2021  
 Worked directly with production coordinator, web developer, and media production team to create media content and live stream services and deliver graphics package for social and print media. Successfully transitioned church operations to virtual and social media platforms amidst a global pandemic.

### ART DIRECTOR & BRANDING DESIGNER

Comprehensive Dentistry | Delano, California  
 June 2020 - October 2020  
 Designed company's new visual branding by communicating personally with management and web developer to maintain efficient communication with office and its patients.

### CG GENERALIST - INTERNSHIP

Falcon's Treehouse Creative Group | Orlando, Florida  
 June 2019 - September 2019  
 Produced a multi-shot sequence and worked on multiple contracted company projects under the supervision of artist leads.