

professional experience

CG GENERALIST

Falcon's Creative Group | Orlando, Florida | June 2021 – Present

- Developed custom lighting rigs, Niagara particle systems, custom shaders, and look development workflows across real-time and rendered pipelines in UE5, shipping 4 theme park attractions at Katmandu Park Punta Cana, 18 episodes of *Enchantimals: Meet the Royals*, and a *StoryBots* special on Netflix, with additional work currently in development under NDA.
- Developed and implemented real-time VFX systems, pipelines, and gameplay effects for a side-scroller platformer developed for cabinet-style arcade installations in ride queues and interactive guest spaces at Katmandu Park Punta Cana, spanning particle systems, custom shaders, animation, and interactive asset creation.
- Led specialized teams of 2–4 artists across multiple departments on high-priority projects with compressed turnaround times, coordinating shot production, maintaining schedules, and driving collaborative team dynamics through dailies and critiques.
- Served as the bridge across game development, design, animation, and architectural visualization departments, actively contributing to each stage of the pipeline to drive interactive gameplay, immersive attraction media, and digital twin content through to final delivery.
- Built and documented reusable UE5 tools including linear rendering workflows for sequencers and user-controlled shader and FX systems, accelerating look development pipelines and enabling rapid iterations across 8+ productions.
- Independently organized and executed 40+ linear media renders including UE5 level creation, show lighting, and rendering workflows within a 16-hour turnaround, directly relieving production management overhead during a high-pressure, budget-sensitive production.

CG GENERALIST & PROJECT MANAGER

The Element X Studios | Irvine, California | March 2021 – June 2021

- Coordinated international VFX production for the series *Hero Books* between US and Bangkok-based studios, overseeing shot organization, lighting workflows, and cross-department communication.
- Ensured timely delivery of visual effects assets and maintained production continuity across a distributed team.

VFX Artist

3D Paint / FX | Santa Monica, California | October 2020 – March 2021

- Designed and delivered VFX shots with a focus on painting effects, textures, and geometry to meet tight production deadlines.
- Developed and documented efficient lighting techniques that improved rendering quality and overall workflow performance.

real-time skills

Niagara Particle Systems

Physics Simulations

Atmospherics/Environmental FX

Custom Shaders/Textures Performance

Optimization

core skills

Lighting

Rendering

Look Development

Compositing

3D Modeling

Animation

Game Development

Project Management

Graphic Design

Motion Graphics

Content Creation

Illustration

core software

Unreal Engine 5

Maya

Nuke

Substance

Houdini

World Creator

Adobe Creative Suite

Microsoft Office

Window

macOS

Linux

Procreate

education & accolades

SAVANNAH COLLEGE OF ART AND DESIGN

B.F.A. in 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. in Fine Arts | 2014 – 2017

Summa Cum Laude

Dean's List

President Scholars

Exhibitor at Jones Gallery Student

Exhibition