

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 - Until Now

- Modeled and textured game-ready assets for the Landmarks video game, adhering to PBR workflows.
- Responsibilities included developing models and stylized textures based on concept designs and optimizing low-poly assets for performance.
- Optimized and enhanced stylized visuals by leveraging AO and Base Color maps, ensuring an efficient workflow. 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 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 such as GMC and Bright House.
- Collaborated with compositing and design teams to develop creative CG projects for social media, focusing on creative design, product motion 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

SOFTWARE SKILLS

AWARDS & RECOGNITION

Modeling & Sculpting/Optimization
FX Simulation/Real Time Effects
Procedural Modeling and Textures
Material Library Build Up
Environment/Set Extension
Look Development
Python & VEX
OSL Language

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

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)