



## Education

**COLLEGE:** Savannah College of Art and Design

**LOCATION:** Savannah, Georgia

**DEGREE:** Bachelor of Fine Art in Animation

**ANTICIPATED GRADUATION:** Summer 2018

**CLASSES OUTSIDE OF MAJOR:** Physics, Astronomy, Anatomy, Art History, Art Foundations

## Job Experience

### DHX media

#### Responsibilities:

**AUGUST-DECEMBER 2016**

**Location:** Vancouver BC,

**Job:** Paid Modeling Intern

on "Blaze and the  
Monster Machines"

- 3d Modeling props and other assets for the show

- UV and Texturing props and other assets for the show

- Blend Shapes for props and other assets for the show

## Software

Maya, Mudbox, Marvelous Designer, 3Dmax, 3D Printing, 3D Scanning, Zbrush, Arnold, Keyshot, XGen, Substance, Houdini, Topogun, Toonboom, Unreal, Unity, Photoshop, Illustrator, Python, Oculus VR, HTC Vive VR, Medium VR, Quill VR

## Accomplishments/Awards

SCAD Academic Scholarship Recieved for outstanding academic achievements **2014-2018**

SCAD Achievement recieved for impressive portfolio **2014-2018**

Georgia HOPE recieved from the state of GA for GPA **2014-2018**

Medium VR "Holiday Feast" modeling competition runner up **2017**

## Film Works/Collaborative

### GEORGIA HUMANE SOCIETY VOLUNTEER

**2010-2018**

A organization that provieds help for animals left in unfortunate circumstances in Georgia

### MENTORSHIP

**SUMMER 2017- WINTER 2018**

Mike Defeo is teaching me the ins and outs of creating appealing character models and how to sucessfully bring 2D concept into the 3D realm

### ASTRO **MAY 2017-SPRING 2018**

### ISKABITTLE **MAY 2017-SPRING 2018**

**Director:** Trent Fortune

**Director:** Rachel Holiday

**Responsibilities:** Creating 3D character models

**Responsibilities:** Art Director and Modeler designing and modeling all assets