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2019- 2024 Cartoon Network: VFX Artist

- Worked directly with Showrunners and Art Directors to create various creative special effects to enhance scenes using lighting and particles
- Projects included: Steven Universe, We Bare Bears, Adventure Time, Craig Before the Creek, We Baby Bears, Infinity Train, OKKO

2019- 2019 Starburns Industries: Animator

•Short commercial done in Flash in a traditional hand drawn styled animation.

2017- 2018 National Paralegal College: After Effects Animator/ Educational Media Creator

- Created various 5 to 12 minute educational shorts including audio editing, animation, and rendering on tight deadlines
- Projects included: Lawshelf

2017- 2017 ShadowMachine: Compositor

- Composited various creative special effects and lighting effects to enhance scenes
- Projects included: Netflix's Bojack Horseman (season 4) and Adult Swim's Chuck Deuce

2016- 2017 Jim Henson Company: Technical Assistant / Scene Assembly Artist

- Scene conversion and error correction with motion capture in Maya
- Projects included: PBS' Splash and Bubbles and Netflix's Word Party (season 3)

2015- 2016 ADHD: Compositor

- Composited special effects and animation fixes on an animated half hour show
- Project included: Netflix's Neo Yokio

2013- 2015 ADHD: Technical Director

- Created character rigs/builds, assigned/reviewed work, and supervised changes
- Also served as an Intern Supervisor
- Projects included: FOX's Golan the Insatiable, Axe Cop (season 2) and Major Lazer

2013- 2013 Disney Interactive: 2D Flash Artist

- Managed over one thousand game assets to be processed through the pipeline
- Projects included: Club Penguin Mobile App

PROGRAMS

After Effects, Flash/Animate, Maya, Photoshop, Harmony, Storyboard Pro, Illustrator,
3Ds Max, zBrush, Audacity, Final Cut Pro, Microsoft Office Suite, Google Docs/Sheets

EDUCATION Maryland Institute College of Art (MICA)

Graduated with honors in 2011, BFA in Animation

Vice President of the Animation Club