

ANIMATION EXPERIENCE

Animator, on Netflix's "**Strawberry Shortcake Specials**" Wildbrain Studios May 2023 - Present

- Animates a wide range of acting and action sequences within a demanding and fast paced schedule on 4, 45-minute specials on the upcoming Netflix series, Strawberry Shortcake: Berry in the Big City
- Participates in Dailies and seeks out guidance from senior level animators to learn and enhance current skills
- Possesses an excellent and ever-improving understanding of animation workflow and procedure
- Creates Reference videos to aid in believable movement
- Communicates with leads and directors across teams to address notes and adapt to client needs

Cinematic Animator, on "**King Arthur: Legends Rise**", Goldtooth March 2023 - May 2023

- Produced functional camera layouts, as well as realistic fighting animation
- Assisted fellow colleagues with technical and/or creative processes
- Possessed an excellent understanding of animation workflow and procedure

Animator, on Netflix's "**Sonic Prime**" Wildbrain Studios July 2022-March 2023

- Produced a wide range of animated performances as well as action sequences within tight deadlines and high quotas following a fast-paced television production schedule
- Conveyed emotion through a combination of body language, facial expressions, and dialogue
- Assisted fellow colleagues with technical and/or creative processes
- Possessed an excellent understanding of animation workflow and procedure
- Communicated clearly across departments, addressed notes, and produced work in accordance with budgetary needs

Intermediate Animator, on Disney's "**Firebuds**" ICON Creative Studio January 2022-July 2022

- Produced functional camera layouts, as well as expressive and cartoony animation within tight deadlines and high quotas
- Assisted fellow colleagues with technical and/or creative processes
- Possessed an excellent understanding of animation workflow and procedure
- Communicated clearly and concisely with several departments regarding current sequences and its requirements

Junior Animator, on Disney's "**Firebuds**" ICON Creative Studio April 2021-January 2022

- Worked under strict, fast paced deadlines to bring characters to life for a children's television show.
- Working from storyboards, created layout and finished animation.
- Assisted multiple animation teams when needed to help meet layout and animation deadlines

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Writer, Director, Animator, Modeler, Rigger, Lighter, on Short Film “**Tapped Out**”. Ringling College of Art + Design January 2019-May 2020

- Worked under strict deadlines to develop an award-winning short film emphasizing visual storytelling, emotion, and character interaction.
- Created storyboards and designed characters, environments and props, as well as modeled and rigged two full-body characters.
- Created assets, textures, layout, and animation to bring the initial idea to life on screen
- Responsible for all lighting and rendering, as well as post-production compositing and editing.

EDUCATION

Ringling College of Art and Design, 2016-2020

Sarasota, FL

BFA, May 2020

Major: Computer Animation

Senior Thesis: A two-minute film emphasizing visual storytelling, emotion, and character interaction.

Presidential Scholarship for Academics

University of Virginia, 2014-2015

Charlottesville, VA

Completed 39 Credits before accepting a position into Ringling’s Computer Animation Program.

Dean’s List

TECHNICAL

Advanced working knowledge of Autodesk Maya, Arnold Renderer, and Adobe Photoshop. Working knowledge of Zbrush, 3D Coat, and Adobe Premiere. Basic knowledge of Substance Painter, Marvelous Designer, and Nuke