

→ EDUCATION

Savannah College of Art and Design (SCAD) -

Savannah, GA

Bachelor of Fine Arts - Animation

3.70 GPA

8/21 - 6/25

→ SKILLS

Flexibility

Communication

Project Management

Conflict Resolution

Resilience

Time Management

Ideation and Innovation

Color Composition

→ SOFTWARE

Maya

Photoshop

Shogun Post

Unreal Engine 5

Shotgrid

Motion Builder

Premiere Pro

After Effects

Clip Studio Paint

→ AWARDS

Best Animated Short - CROAKED!

One Reeler Short Film Competition - 2025

Best North America - CROAKED!

ALTFF Super Short Category - 2025

Official Selection - CROAKED!

DaVinci 7Ed International Film Festival -2025

Honorable Mention - CROAKED!

Montreal International Film Festival -
ANIMAZE 2025

→ WORK EXPERIENCE

Community Assistant

Savannah College of Art and Design - (8/24 - 6/25)

- Student supervisor for a staff of eighteen Resident Assistants
- Created documentation and maintained scheduling for student programs and major events
- Routinely communicated information between professional residence life staff and current RAs
- Trained incoming staff members and organized team bonding activities

Resident Assistant

Savannah College of Art and Design - (8/22 - 8/24)

- Supervisor of 64 students within the SCAD Hive Residence Hall
- Regularly developed and hosted fine art programs on a weekly basis
- Routinely communicated information between professional residence life staff and current RAs
- Trained in crisis management with regard to natural disasters and student distress, as a mandated reporter
- Interviewed prospective candidates for the RA position

Pre-College Assistant

Savannah College of Art and Design - (6/23 - 7/24)

- Served as a source of information for prospective SCAD attendees during the Pre-College Program
- Communicated regularly with participants and professional staff on information such as deadlines and meeting locations

Teaching Assistant

Savannah College of Art and Design - (3/23 - 5/24)

- Teaching Assistant for Bernardo Warman's *3D Animation Survey* (2023) as a volunteer
- Served as a resource for student questions and concerns
- Provided critique for student work inside and outside the classroom
- Assisted professor with organization and end-of-class clean-up

→ COLLABORATIVE PROJECTS

CROAKED! - Capstone Film - 2024/25

- Storyboard Artist and 3D Animator
- Storyboarded the central portion of the film, discussed best direction with team
- Set up project ShotGrid
- Animated 9 shots
- Designed Color Keys and Background Illustrations

The Last Dungeon - Short Film - 2022/23

- Production Coordinator and Motion Capture Cleanup Artist
- Responsible for documenting notes in dailies, creating the dailies playlist, and managing ShotGrid
- Cleaned up recorded motion capture data in Shogun Post and Maya

Melody of the Moor- Short Film - 2024

- Director and 3D Animator
- Directed a team of 20 in creating a 3D/2D hybrid film within 10 weeks
- 3D animated 2 shots
- Storyboarded several key sequences of the film
- Created style guides, weekly presentations, and assignments
- Hosted dailies and drawovers
- Managed production trackers and ShotGrid

WHEN WE SLEEP - Capstone Film - 2022/23

- 3D Animator
- 3D animated 1 shot as additional help on the project