

Projects:

- Rookie Run-Thru** Sept 2025 - May 2026
Created 3D prop and environment models, cartoon textures with displacement maps, and particle simulations in Maya and Adobe Substance 3D Painter. Created a hierarchical prop rig. Worked on retopology, lighting, rendering, and compositing in Maya and Nuke.
- Fred's Food** Mar 2025 - May 2025
Created 3D prop and environment models and painterly textures in Maya and Adobe 3D Substance Painter. Created concept art, 2D backgrounds, and 2D assets in Procreate.
- Space Laundromat** Sept 2024 - Nov 2024
Created 3D prop and environment models and painterly textures in Maya and Procreate. Worked on lighting, rendering, and compositing in Maya and Adobe After Effects. Created visual development in Procreate.

Work Experience:

- Belk Department Store** July 2024 - Jan 2026
Sales Associate
Interacting with and helping customers
Retrieving stock and keeping the floor organized
Managing the backroom and new stock
- Urban Outreach Inc.** Nov 2023 - Jan 2024
Graphic Designer
Developing newsletters for donors and prospective clients
Using and teaching Adobe Illustrator and Adobe Indesign
Organizing information and photographs

Education:

- Bachelor of Fine Arts - Animation** June 2026
Savannah College of Art and Design - Savannah, GA

Awards:

- Magna Cum Laude - SCAD** Sept 2022 - June 2026

Software:

Maya Autodesk, Adobe Substance 3D Painter, Adobe Photoshop, Adobe Illustrator, Zbrush, Nuke, Procreate

Skills:

Strong Work Ethic, Clear Communication, Time Management, Problem Solving, Fast Learner, Team Player