

EDUCATION

Savannah College of Art and Design, Savannah GA
BFA in Visual Effects (Magna Cum Laude)

September 2021 – June 2024

EXPERIENCE

Freelance CG Artist, Remote

October 2024 - Present

Witching Hour Animation LLC

Hard Surface Modeler

July 2025 - Present

- Created props according to stylized art direction, fitting into a dystopian, steampunk-type environment
- Given references, designed, modeled, and UVed stylized environment props for *Funkrust Brass Band's "Quartermain and Victoria"* music video (not yet released)

A Couple of Kids Studio

Lighting Artist

October 2024 - July 2025

- Designed lighting for eight shots for the CG animated short film "Snowbugs", which has been accepted into 10+ film festivals
- Lit scenes using Arnold in Autodesk Maya, according to color key and art direction standards
- Attended weekly critique meetings, receiving feedback on in-progress lighting, and implemented any corrections

Women in Animation Mentorship Circle, Remote

October 2024 - February 2025

Mentee

- Mentored under Marine Goalard (*Walt Disney Animation*) in "Breaking in as a CG artist" circle alongside two other mentees
- Met bi-monthly and discussed future goals, industry tips, and held critique for ongoing projects, creating a supportive environment for growth

David Yurman, New York, NY

May 2023 - September 2023

Motion Graphics Intern

- Collaborated with a small team to create 100+ still images & animations of jewelry pieces to be put on the company's e-commerce platform
- Contributed towards a standardized lighting setup in Autodesk Maya to be used across the brand's CG projects
- Attended daily reviews and improved work according to feedback from supervisors

PROJECTS

"*Bitter*", VFX Senior Thesis Film

December 2023 - June 2024

- Over the course of six months, took a short film from conception to completion, solely responsible for all aspects including character & environment design, 3D modeling, texturing, lighting, rendering, compositing, and sound design

"*Chocolate Retriever*", Stop-Motion Animated Film

March 2024 - June 2024

Set Fabricator

- Designed blueprints of a 1/6th scale kitchen set according to art direction, including components such as cabinets, doorways, and appliances
- Built kitchen set of (primarily) birch wood, MDF, and Masonite, using shop power tools under strict deadlines
- Designed files of scaled prop components in Adobe Illustrator for precise laser cutting of MDF and Masonite

VOLUNTEER WORK

SCAD Savannah Film Festival, Savannah, GA
Student Volunteer

October 2023 & 2022

SIGGRAPH 2022, Vancouver, BC
Student Volunteer

August 2022

SOFTWARE PROFICIENCY & SKILLS

- Autodesk Maya, SideFX Houdini, Karma Renderer, Arnold Renderer, Redshift Renderer, XGen Grooming, Foundry Nuke, Adobe Creative Suite, Substance Painter, ZBrush, Shotgrid, Microsoft Office Suite, Google Suite
- 3D Lighting & Rendering, 3D Texturing, UV Workflow, Compositing, Look Development, Problem Solving & Adaptability, Collaboration, Organization, Basic C++ and Java Programming, Digital & Film Photography