

EDUCATION

Savannah College of Art and Design

B.F.A in Animation
Minor in Visual Effects
2015 - 2019

SKILLS

Lighting & Rendering
Look Development
Texturing
Shading
Hard Surface Modeling
Compositing

SOFTWARES

Maya
3ds Max
Substance Painter
Adobe Suite
headus UV Layout
Nuke
Houdini

RENDERERS

Arnold
Corona
V-Ray
Mantra
Renderman

EXPERIENCE

CG Artist

And Associate Department of Photography
Alden Studios | May 2021 - Present
Creating photo-realistic architectural visualisation, installations and product visualisation renderings. (Renders are NDA, available upon request)
3ds Max, Corona, Photoshop, Speed Tree

Texture and Lighting Artist

Chatham Parkway Lexus Dealership | Apr 2019 - May 2019
Chatham Parkway Lexus Commercial is a collaborative project with a group of Film students to create a commercial for a local Lexus dealership.
Maya, Arnold renderer, Substance Painter, Nuke

Texture and Lighting Artist

"Never More" short film @ SCAD | Jan 2019 - May 2019
Responsible for modeling, texturing, lighting, and compositing.
Maya, Arnold renderer, Substance Painter, Photoshop, Nuke and After Effects

Lead Texture, Lighting and Compositing

"IrMaria" short film @ SCAD | Sep 2018 - May 2019
As Lead Texture Artist, also responsible for lighting, look development, modeling, and compositing.
Maya, Arnold renderer, Substance Painter, Photoshop, Nuke and After Effects

Intern

C Space Green Valley | May 2016 - Sep 2016
Assisted in art classes, teaching students of age 7-12 years old, and created logos for a kefir yoghurt product, a salon and a restaurant.
Photoshop and Illustrator