

Education

- B.F.A Interactive Design & Game Development
- Savannah College of Art and Design
- Graduated Magna Cum Laude

Achievements

- People's Choice Award Best Painting for Paint Duluth
- Nominated for Best Game Design at the Entelechy
- Selected as Lead Designer for SCADPro Internship

Software Proficiency



Experience

2022-
2023

Mavericks VFX

Digital Matte Painter

Film: 1923 –Paramount Pictures, Fargo –MGM Television, Fellow Travelers –Paramount, Fallout –Amazon Prime Video, Priscilla –Stage 6 Films

- Create photorealistic environments/paintings that match concept and art direction using 2D and 3D tools including 3D modeling, projections/DMP setup in Nuke, layout, photography, and strong skills in appropriate layering, scene management, reference gathering.
- Understanding different pipelines of matte painting, compositing, shotgun, and 3D team.
- Working with Production Teams and collaborating with Supervisors to help shape the art direction, schedules, deadlines, and communicate technical/artistic requirements.

2021-
2022

Mr. X | MPC Studios

Digital Matte Painter | Graphic Designer

Film: The Princess –20th Century Studios, Prey –20th Century Studios, Secret Headquarters –Paramount Pictures, Crater –Walt Disney Pictures, Batgirl –Warner Bros. Pictures, Landscape –Plan B Entertainment

- Create photoreal environments/paintings that match concept/art direction using 2D and 3D tools including 3D modeling, projections/DMP setup in Nuke, layout, and photography.
- Understanding the different aspects of matte painting workflow with a strong knowledge of combining 2D and 3D elements, scene management, layout shot composition, reference gathering, organized and appropriate layering, and Shotgun pipeline.
- Work closely with Production Teams and Supervisors regarding schedules, deadlines, and communicate technical/artistic requirements.

2020-
2022

Fashion Institute of Design and Merchandising

Design Professor

- Teaching and creating in Photoshop, Illustrator, and Zbrush to further designs and textures for costuming and fashion.
- Guiding students using digital and traditional product design and creative trouble shooting.
- Overall creation/execution of sculpting, texturing, prototypes, and production of new products.

2017-
2020

iD Tech

Lead/Virtual Instructor | Tech Support

- Taught multiple classes including: Coding with C# and Java, Unreal Engine, Unity Engine, Game design, Autodesk Maya, and 3D environmental texturing and modeling.
- Worked exclusively with Tech Support/Development to improve all lesson plans, as well as, jumping into multiple classes a day to innovatively problem solve their issues.
- Worked in the technical process of 3D Printing, modeling, and trouble shooting the machines.

Projects

Enzo

Lead Art Director | Character Modeler | Designer

Enzo is a short RPG video game that is currently in the process of being adapted to VR. I have been managing and modeling the environment and character models.

- Managing and creating different puzzles, along with, how the player interacts with the character.
- Implemented play-testing for the game's overall interactive cohesion.