



EDUCATION

- 2010 – 2014** *Savannah College of Art and Design (SCAD), Atlanta, GA*
Graduated with a Bachelor of Fine Arts | Major: Animation
- 2008 – 2010** *University of Michigan, Flint, MI*
Dean's List 2 semesters | Major: Computer Science

SKILL SETS / APPLICATIONS EXPERIENCE

- Computer Software Skills:** Toonboom Harmony – Adobe (Animate, Photoshop, Illustrator, After Effects, Premiere) – Autodesk Maya – Autodesk Mudbox
- Animation Skills:** 2D/3D Animation – Effects Animation – Concept Development – Storyboarding – Animatic Design – Character Design – Maquette Modeling – Compositing / Video Editing – Basic 3D Modeling, Lighting, and Texturing – Graphic Design

CAREER RELATED EXPERIENCE

- Nov 2015 – Present** **Painting With a Twist – Lead Instructor / Studio Manager (Top 20 Studio out of 300+)**
- Lead and instructed classes of 50+
 - Hired and trained team of artists
 - Managed day to day business including settling customer interactions
 - Lead team meetings to maintain a successful and positive work environment
 - Successfully navigated business through global pandemic
- 2017 – Present** **Combo Breaker – Animator / Illustrator / Editor**
- Animator/Editor for all trailers since 2017
 - Illustrator since 2020
- 2014 – Present** **Freelance Artist**
- Logo Design – Multiple startup companies graphic artist
 - Animation – YouTube animation clients
 - Video Editing / Compositing – various clients including Panda Global, Rare Limited, etc.
 - Illustration – Commission artist
 - Short Film Credits – storyboarding, animation, concept development
- Nov 2016 – 2019** **Artist Alley Illustrator**
- 2016 – Youmacon
 - 2017 – Combo Breaker, Indiana Comic-Con
 - 2018 – Combo Breaker, EVO, Smash Con, Michigan Comic-Con
 - 2019 – Combo Breaker
- Feb 2016 – Jun 2016** **Paperboy Games – Art Director / Lead Animator**
- Managed small team of artists
 - Responsible for art direction, animation, character design, background painting

AWARDS / ACHIEVEMENTS

- May 2018** **Combo Breaker 2018 + 2019 Event Artist**
Was selected as a featured artist for one of the biggest fighting game tournaments of the year and contributed art (animation and compositing work) to the promotion of the event
- Aug 2015** **ACM SIGGRAPH 2015 Official Selection**
The Kiss, for which I was responsible for all character animation, was made an official selection to screen at ACM SIGGRAPH film festival
- 2014 – 2015** **Additional Award Winning Film Credits**
Multiple films showcased in film festivals around the world including:
SCAD Atlantamation – SCAD Puppetmation – ASIFA Roll Yer Own – Dragon Con – Sunderland Shorts Film Festival – ShortSharp Film Festival – Long Day Short Film Festival