EDUCATION
Bachelor of Fine Arts in Animation with a minor in Photography.

I graduated in 2018 with honors from the Savannah College of Art and Design.

RIGGER - Cinesite
November 2020 - current

Here I work with a modular facial rigging system. Working on both the artistic and technical side to create top of the line rigs, blending and scripting when needed. I attend meetings regularly and work closely with our coordinator.

RIGGER - MR.X
October 2019 - November 2020

After joining Mr. X as one of their riggers, I soon picked up responsibilities in helping organize the rigging team. Along with my daily rigging work, I go to meetings, and help keep the team on track and knowing what they were working on since the team has no official lead. I work closely with our coordinator to help make sure production knows what the team is doing and where they are on assignments.

CFX ARTIST - MILL FILM
February 2019 - October 2019

Here I worked in tech animation doing CFX work, shot sculpting, technical fixes, and fixing anything that was messed up in a shot by the time it got to our department. From cloth sims, to muscle sculpts, to CFX rigs -- I did a bit of everything.

CEO AND OWNER - CHROMA AR
August 2018 - January 2019

Here I helped develop a company that specialized in Augmented Reality with a goal of helping teach kids to read and foster a learning environment that merged technology with learning. From setting up social media pages to hiring developers and interns I over saw the creative development of the company. I worked closely with investors and our business partners to make sure we were headed in a direction that was true to our core values as well as towards a profitable market.

RIGGER - EPOCH GAMES
September 2019 - November 2019

Here I was a character rigger. I was rigging video game characters - mainly fighter style characters. Using maya and then exporting them to go into unreal.

MOONDOG STUDIOS
2015

Freelance motion designer for a small studio. I did animation and motion design for them.

COLLABORATIONS
Google

I collaborated with Google to research and create and AR application concept with a primary goal of developing community, authentic relationships and self expression.

REFRENCES

I am more than happy to connect you to references from people with in the VFX industry.