

PROFILE

Intensely focused on current projects while never taking an eye off of the prospective future. Offers a unique blend of patience and progression and is willing to work long hours to meet dealines. Excels at creative problem solving and provides valuble insight to team discussions. Possesses a variety of artistic skills and can be useful at many stations along the production pipeline. Has a passion for conducting research and delving into unexplored areas of animation and texture art.

SOFTWARE

Maya, Photoshop, After Effects, Premiere Pro, Mudbox, Mari, ZBrush, Illustrator, Flash, Painter, UVLayout

EDUCATION

The Savannah College of Art and Design 2010 - 2014
- BFA in Animation, Minor in Painting
Drawing, 2D and 3D Design, Color Theory, Art History, Literature, Science, Mathematics

WORK

NASA Goddard Contract Artist	- Working as a part of an animation production team - Innovative thinking to meet guidelines while exploring new directions - Experience with customer critique and tight deadlines	Sept. 2014 -
Wine and Canvas Painting Instructor	- Public speaking to large groups - Planning lessons and organizing classes for all skill levels - Time management creating artwork and ending classes on schedule	Oct. 2013 - June 2015
Freelance Muralist Artist	- Advertising through window displays and signage - Utilizing color theory to design interior spaces - Keeping up clear, reliable communication with clients	June 2010 -

HONORS

Drawing Works Exhibition - Two drawings displayed	2013	Port City Review Publication and Exhibition - Three paintings published and displayed	2014
Salt Marsh Show - Promoted awareness of salt marsh ecosystem	2012	Academic & Artistic Honors Scholarships - Outstanding grades and portfolio work	2010 - 2014
Open Studios Exhibition - Selective Painting department show	2014	DeFINE Art Exhibition - Prestigious SCAD painting department show	2014

REFERENCES

Available upon request.