

Education

Ringling College of Art and Design, Sarasota, FL
BFA, Visual Studies, May 2018

Mentorships

Heavy Poly Blender Mentorship

March 2019 - April 2019

- Worked with Vaughan Ling (Sony Animations) improving efficiency and developed more hard surface modeling skills.
 - Eight week internship using Blender to create models or scenes in a fast paced environment with aggressive time schedules.
 - Used guidance and mentorship from Vaughn to improve my models and scenes with additional feedback from my peers
 - Created visually alluring shots and renderings based on feedback from Ling.

Robot Pencil 3D Environmental Design

April 2017 - May 2017

- Worked with Daniel McGowan (Amazon Games) improving my knowledge and skills using Unreal Engine 4, lighting, environmental design, and modeling.
 - Created concept art, designed and modeled the environmental space in Unreal Engine 4.

Experience

Environment Artist - Gothic Cathedral

Ringling College of Art and Design, Sarasota, FL - 2017- 2018

- Used Unreal Engine 4 and recreated the interior of a Gothic fantasy cathedral.
- Modeled the interior of the cathedral in a mix of 3DS Max, Zbrush, and Maya.
- Improved the workflow using Substance Suite to texture and then incorporated it into Unreal Engine 4 and enhanced it with Photoshop to pack all the textures and general edits.
- Enhanced and improved the piece based on comments and critiques from instructors and peers.
- Created a video showing the progress and demonstrated the layering of these steps.
- Awarded Best of Ringling Senior Thesis

Additional Environment Artist Experience

Ringling College of Art and Design, Sarasota, FL 2014-2018

- Pitched ideas to faculty and peers using target images, storyboards, animatic trailers, tone videos, and personal concept art for pre-production.
- Grey boxed navigable spaces and level design for a racing game and FPS shooter in Unreal Engine 4
- Modeled, textured, and lit 3D environments and props in Unreal Engine 4
- Modeled characters and various props in Zbrush and retopologize in Maya and 3D Coat
- Participated in group critiques and iterated levels based on feedback
- Coded using Blueprint to create basic gameplay in Unreal Engine 4
- Created camera movement using Unreal Engine 4 Sequencer for a game trailers
- Imported animations from Mixamo and retargeted them for different rigs
- Working knowledge of Unreal Engine 4 VR workflow

National MS Society Volunteer Office Assistant

Fort lauderdale, FL - Jan 2014 – May 2014

- Coordinated maintenance of office equipment, copiers, scanners.
- Reviewed and verified data. Maintained and updated files, mailing, database systems.
- Processed and distributed incoming mail. Prepared mailings.
- Prepared and edited records. Answered and screened telephone calls.
- Provided support to office manager.
- Performed data entry and retrieved and archived documents.

SOFTWARE SKILLS

Microsoft and Macintosh platforms and software: Maya, 3DS Max, Blender 3D, Unreal Engine 4, Zbrush, Substance Painter, Substance Designer, CrazyBumps, Final Cut Pro, Adobe Premiere, Sony Vegas Pro 14, Photoshop, Adobe Flash, Microsoft Office Suite, SpeedTree, 3D-Coat, XNormal, Perforce, Maxon Cinema 4D, Adobe After Effects and Adobe Illustrator.

AWARDS

Best of Ringling - Annual Juried Student Exhibition - April 2018 - Sarasota, FL

- 8 out of 40 student's work were hand picked to be featured in an art gallery to represent our major.