



## Employment **Senior Animator II**

*Product Madness; Dec. 2021 - July 2023*

- Oversaw the 3D character pipeline for **Paradise Fortune Casino** by a team of 100+ people
- Responsible for animation and rigging several characters and animals start to finish, in addition to modelling and texture painting
- Managing the 3D animation team, approving final animations, and training employees
- Promoted from Senior Animator in January 2023

### **Animator**

*Ludosity AB; June 2020 - February 2021*

- Animation and Maya rigging for **Nickelodeon All-Star Brawl**.
- Animated characters Spongebob Squarepants, Reptar, Aang as well as rigged and directed animation on half the cast with feedback and notes from Nickelodeon.

### **Senior 3D Artist**

*Famera Inc.; August 2020 - Oct 2021*

- Mobile game startup, worked with 2D concept artists and illustrators to turn their art into 3D characters and environments for *Famera* iOS app.

### **Animator and 3D Artist**

*Thinko Animation Studio; January 2020 - June 2020*

- Animation and 3D art for ClassDojo's "**The Mojo Show**" and Thinko's internal projects
- Motion capture cleanup and training new employees on pipeline and process

## Education **Massachusetts College of Art and Design, Boston MA**

*Bachelor of Fine Arts, Animation, 2019*

Specialized in 2D digital, 3D animation and storyboarding, graduated with departmental honors.

- Out-of-State Transfer Scholarship awarded 4 years in a row based on portfolio and 3.5 GPA.
- Leader of Game Design Club, teaching productive workshops every week

## Skills

- Full 3D pipeline delivery including concept, modeling, rigging, texturing, animation
- Animation management including feedback, review, approval and 1-on-1s
- Extremely proficient in Autodesk Maya with 7+ years experience, teaching to employees
- Highly proficient in Photoshop, Unity, After Effects, Premiere
- Teaching and managing students ages 6-16
- Short film and video production, from concept to completion within weeks