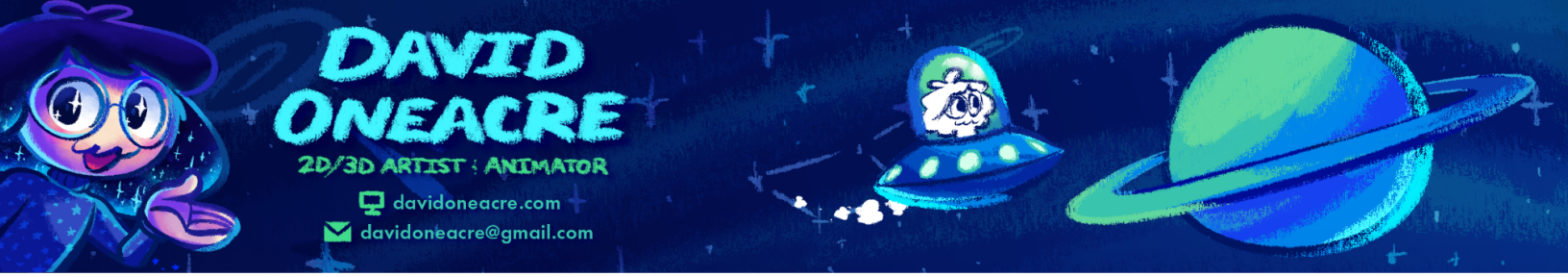

Employment

Senior Animator II
Product Madness; Dec. 2021 - July 2023
- Oversaw the 3D character pipeline for Paradise Fortune Casino by a team of 100+ people
- Managing the 3D animation team, approving final animations, and training employees
- Responsible for animation, rigging and modeling several characters start to finish
- Promoted from Senior Animator in January 2023

Youtube Creator
Doodley; Oct. 2022 - Current
- Solo created 200k+ subscriber Youtube channel called *Doodley*, where I teach animation and 3D principles to a wide audience using fully 3D animated characters.
- Reached 100k subscribers within 3 months of first Doodley upload
- Designing, packaging and shipping a merch store from my own home

Senior 3D Artist
Famera Inc.; August 2020 - Oct 2021
- Worked with 2D concept artists and illustrators to turn their art into 3D characters and environments for *Famera* app.

Animator
Ludosity AB; June 2020 - February 2021
- Animation and Maya rigging for ***Nickelodeon All-Star Brawl***.
- Animated all of Spongebob Squarepants, Reptar, Aang as well as rigged and directed animation on half the cast with feedback and notes from Nickelodeon.

Animator and 3D Artist
Thinko Animation Studio; January 2020 - June 2020

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 5+ years experience, teaching to employees
- Highly proficient in Premiere, After Effects, Photoshop, Unity
- Teaching and managing students ages 6-16
- Short film and video production, from concept to completion within weeks