

CONTACT

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EDUCATION

Ringling College of Art & Design

Bachelor of Fine Arts in Computer Animation

3D&Joy Mentorship

Mentored by Leticia Gillett

SKILLS

- Unreal Engine
- Maya
- Zbrush
- Blender
- Substance Painter
- Houdini
- Nuke
- Photoshop
- After Effects
- Illustrator
- Renderman
- Arnold
- Marmoset
- Keyshot
- SpeedTree
- Mudbox
- Practical Sculpting

FUN HOBBIES

- Cooking
- Vlogging
- Plein air painting
- Collecting trinkets

EXPERIENCE

CraveFX

3D Generalist, February 2025 – Present

- Modeled and textured characters and environments for interactive and cinematic projects
- Integrated AI-assisted workflows to streamline asset design and iteration
- Optimized shaders and materials in Unreal Engine 5 for the SG60 Heart & Soul exhibition by the National Library Board

The Walt Disney Company

3D Modeling Intern, January 2024 – June 2024

- Translated 2D concept designs into clean, production ready 3D models
- Collaborated with art leadership to define visual targets and deliver assets aligned with Disney brand standards

Indie Animated Short Film

3D Modeler, September 2024 – Present

- Modeled, UV, and textured hero props and set assets
- Collaborated closely with core team, exchanging critiques and integrating feedback

Mindshow

Character Modeler, April 2024 – June 2024

- Modeled, UV, and textured stylized characters for Barbie TV animation production
- Worked closely with rigging artists to ensure animation-ready topology and appeal

Hornet

CG Generalist, June 2023 – November 2023

- Sculpted, retopologized, and textured characters and props for McDonald's UK spots
- Designed and implemented blend shapes for expressive character facial animation

Hasbro

Character Modeler, October 2022 – February 2023

- Designed and sculpted fully articulated character for Magic: The Gathering action figure
- Integrated feedback from Hasbro mentors to refine model for production standards

Women in Animation Building Environment & Matte Painting circle
Visual Development & Environment Artist, September 2022 – March 2023

- Collaborated with 11 artists to design interior attic set and create a short animation
- Produced set extensions and matte paintings across stylized and realistic art directions
- Selected among 1,000+ applicants; awarded WIA 2022–2023 Scholarship

CHILDREN FIRST – 2D/3D Hybrid Picture Book

Character Modeler & Director, June 2020 – May 2023

- Directed a team of 5 to produce a hybrid illustrated children's book
- Modeled, designed, and textured hero characters