



EDUCATION MAY 2015

BACHELOR OF FINE ARTS ANIMATION

MAGNA CUM LAUDE 3.86 GPA

SAVANNAH COLLEGE OF ART AND DESIGN SAVANNAH, GEORGIA
COURSES OF STUDY INCLUDE: CHARACTER ANIMATION III,
TECHNICAL ANIMATION, QUADRUPED ANIMATION,
COLLABORATIVE LEARNING CENTER

SOFTWARE

AUTODESK MAYA ●●●●●
ADOBE PHOTOSHOP ●●●●●
ILLUSTRATOR ●●●●●
AFTER EFFECTS ●●●●○
PREMIERE ●●●●○
PARROT ●●●○○

SKILLS

ANIMATION
PREVISUALIZATION
TIME MANAGEMENT
OUTREACH
TEAMWORK
CREATING VECTOR ARTWORK

PROFESSIONAL EXPERIENCE

THE INITIATIVE

ANIMATOR

MARCH 2020 - PRESENT

NAUGHTY DOG (THROUGH YOH)

ANIMATOR

MARCH 2019 - MARCH 2020

MARCH 2017 - JULY 2017

ANIMATED A VARIETY OF CHARACTERS AND PROPS, ALSO LEARNED PROPRIETARY SOFTWARE TO IMPLEMENT
MORE RECENTLY I TOOK OWNERSHIP OF MORE SYSTEMIC-BASED ANIMATIONS, WORKING BETWEEN DEPARTMENTS
AND SCRIPTING TO GET THEM TO WORK AS DESIRED.

DICE LOS ANGELES

GAMEPLAY ANIMATOR APRIL 2018- OCTOBER 2018

ANIMATED CHARACTERS (1P AND 3P) USING A COMBINATION OF MOTION CAPTURE AND KEYFRAME ANIMATION
COMMUNICATED WITH OFFICES IN STOCKHOLM TO CREATE THE BEST FINAL PRODUCT POSSIBLE
RESPONSIBLE FOR LEARNING NEW SOFTWARE TO IMPLEMENT/TEST ANIMATION INGAME

ZOIC STUDIOS

ANIMATOR

DECEMBER 2017-JANUARY 2018

WORKED ON A VARIETY OF UNRELEASED PROJECTS AND VFX FOR TV
COLLABORATED WITH DIFFERENT OFFICES/LOCATIONS TO CREATE THE BEST FINAL PRODUCT POSSIBLE

THE THIRD FLOOR INC. NOVEMBER 2018 - MARCH 2019

SHOT CREATOR

NOVEMBER 2017

JULY - AUGUST 2016

WORKED FROM 3D/HAND DRAWN STORYBOARDS TO CREATE PREVIS SEQUENCES IN MAYA
WORKED COLLABORATIVELY AND FLEXIBLY TO CREATE UNIQUE AND CONTINUOUS SEQUENCES

SONY INTERACTIVE ENTERTAINMENT (THROUGH YOH)

CONTRACT CINEMATIC ANIMATOR OCTOBER 2015 - FEBRUARY 2016

LEARNED A VARIETY OF SOFTWARE (PARROT FACIAL CAPTURE) AND WORKFLOW IN A FAST-PACED, PROFESSIONAL SETTING
COMMUNICATED WITH OTHERS TO CREATE THE BEST FINAL PRODUCT POSSIBLE
WORKED WITH RAW MOTION CAPTURE DATA TO CREATE A REALISTIC, ON MODEL, AND APPEALING PERFORMANCE

ANIMATION EXPERIENCE AND ACCOMPLISHMENTS

VISUALIZATION

THOR: RAGNAROK

THE THIRD FLOOR INC. NOVEMBER 2017

PREVIS ARTIST - WORKED FROM 3D/HAND-DRAWN SEQUENCES

THE CHRISTMAS CHRONICLES

THE THIRD FLOOR INC. NOVEMBER 2018

PREVIS ARTIST- CREATED SEQUENCES FROM HAND-DRAWN STORYBOARDS

TOYOTA SUPRA "WIZARD" COMMERCIAL

THE THIRD FLOOR INC. FEBRUARY 2019

PREVIS ARTIST-CREATED SEQUENCES FROM HAND-DRAWN BOARDS

MEN IN BLACK: INTERNATIONAL

THE THIRD FLOOR INC. JUNE 2019

PREVIS ARTIST

HOBBS & SHAW

THE THIRD FLOOR INC. AUGUST 2019

PREVIS AND POSTVIS ARTIST- UTILIZING MAYA AND AFTER EFFECTS

ANIMATION

THE LAST OF US: PART II

NAUGHTY DOG JUNE 2020

KEYFRAMED AND USED MOCAP TO CREATE ANIMS AND IMPLEMENT THE INSPECTION
SYSTEM - WORKED CLOSELY WITH DESIGN AND PROGRAMMING FOR BOTH
INSPECTS AND CHARACTER IDLE ANIMATIONS - ALSO CREATED SOME IGC ANIMS

BATTLEFIELD V

DICE: LOS ANGELES NOVEMBER 2018

KEYFRAMED 1P ANIMATION/RIGGED A VARIETY OF GUNS
INCLUDING THE FP45 LIBERATOR, LEWIS, KE7, AND SUOMI

UNCHARTED : THE LOST LEGACY

NAUGHTY DOG AUGUST 2017

ANIMATED MULTIPLE CHARACTERS AND PROPS
WORKED ON MULTIPLE SEQUENCES AT A TIME

UNCHARTED 4 : A THIEF'S END

SONY INTERACTIVE ENTERTAINMENT MAY 2016

WORKED ON CINEMATIC SEQUENCES FOR UNCHARTED 4
LEARNED PARROT FACIAL CAPTURE SOFTWARE

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CHARACTER ANIMATOR