

3D ARTIST /// LOOKDEV / LIGHTING**MAYA / ARNOLD / V-RAY / SUBSTANCE / ZBRUSH / UNREAL / NUKE / PHOTOSHOP****EXPERIENCE**

PSYOP / Freelance 3D Generalist *May 2022 - July 2022, May 2021 - Mar 2022, Feb - Mar 2021, Aug - Oct 2020
Feb 2020, July - Oct 2017, Feb - May 2017, May - Nov 2016, Apr - Sept 2014*

FRAMESTORE / Freelance Lighter *Apr 2022 - May 2022, Apr 2021*

NATHAN LOVE / Freelance Lighter *May 2021*

TAYLOR JAMES / Freelance 3D Generalist *Nov 2020 - Jan 2021, June 2020 - July 2020*

SCHOLAR / Freelance Lighter *Jan 2020 - Mar 2020*

PSYOP / 3D Artist *Feb 2018 - Dec 2019*

Worked as a staff artist on lighting, look development and modelling for commercial spots, creating CG frames for pitches, and all-around 3D work and problem-solving on VR/AR projects

SMOKE & MIRRORS / Freelance 3D Generalist *Nov 2017 - Jan 2018*

HORNET / Freelance 3D Generalist *Apr - June 2017, Feb 2017*

SILVERGATE MEDIA / Freelance 3D Generalist *Dec 2016 - Jan 2017*

DAVID OREILLY / Freelance 3D Modeler/Designer *Feb 2015 - July 2016*

Modelled and designed assets for the award-winning game Everything

MLB.COM / Freelance 3D Artist *Feb 2016 - May 2016*

HOPR / Freelance 3D Generalist/Concept Artist *Jan 2016 - Feb 2016*

WHAT PUMPKIN STUDIOS / Environment Artist *Nov 2014 - Mar 2015*

UNIFIED FIELD / Freelance 3D Generalist *Sept 2014 - Nov 2014*

EDUCATION

SCHOOL OF VISUAL ARTS *2014*

BFA Computer Art, Animation & Visual Effects

PROJECTS

BOOK OF MOJO / 3D Generalist *2015 - 2017*

Animation project directed by Everett Downing - worked on environment modeling, lighting and non-photorealistic rendering

BROKEN WAND / Co-director *2014*

Graduation film

College Television Awards / 2nd Place Animation 2015

School of Visual Arts / Alumni Award 2014