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## EDUCATION

**Savannah College of Art and Design**  
September 2021 – June 2024

- BFA Visual Effects  
Magna Cum Laude

## SOFTWARE PROFICIENCY

- Maya | Arnold | XGen
- Houdini | Karma | Redshift
- Nuke
- Adobe Creative Suite | Substance Painter
- Microsoft Office Suite
- Google Suite

## SKILLS

- 3D Lighting & Rendering
- 3D Texturing
- UV Workflow
- Compositing
- Look Development
- Problem solving
- Collaboration
- Organization
- Basic C++ and Java programming
- Digital & Film Photography

## VOLUNTEER WORK

**SCAD Savannah Film Festival**  
Savannah, GA | October 2023 & 2022  
Student Volunteer

**SIGGRAPH 2022**  
Vancouver, BC | August 2022  
Student Volunteer

## EXPERIENCE

**Women in Animation Mentorship Circle** | Remote  
Mentee  
October 2024 - Present

- Currently mentoring under Marine Goalard in "Breaking in as a CG artist" circle

**DAVID YURMAN** | New York, NY  
Motion Graphics Intern  
May 2023 - September 2023

- Collaborated with a small team to create 100+ still images & animations of jewelry pieces to be put on the company's e-commerce platform
- Contributed towards a standardized lighting setup to be used across the brand's CG projects
- Attended daily reviews and improved work according to feedback from supervisors

**Virginia Tech Libraries Studio Network** | Blacksburg, VA  
3D Scanner  
January 2021 - May 2021

- Utilized Artec scanning equipment to digitalize physical items such as fossils and student work into 3D models in the process of photogrammetry
- Touched up models using proprietary software and exported them to clients

## PROJECTS

**"Snowbugs"** | 3D Lighter | 3D animated film | Fall 2024

- Provided with animation and textures, lit shots according to color key and art direction
- Provided and received feedback on in-progress lighting

**"Bitter"** | VFX senior thesis film | Spring 2024

- Responsible for all aspects including character & environment design, 3D modeling, texturing, lighting, rendering, compositing, and sound design

**"Rubber Band Man"** | 3D Modeler | 3D/2D animated film | Fall 2023

- Modeled and textured a 3D television to be featured alongside 2D assets

**"Bushitoad"** | Compositor | 3D/2D animation | Spring 2023

- Composited shots in Nuke, consisting of layered 2D and 3D elements