





Visual Development | Motion Graphics




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## SKILLS

### Software

Adobe Illustrator, Photoshop,  
After Effects, Procreate, Maya  
Substance, InDesign,  
Final Cut Pro

### Professional

Communicative, Organized  
Efficient Worker, Collaborative  
Self-Motivated, Resourceful

## INTERESTS

Script-Writing, Running, Movies  
80's Music, Video Games

## WORK EXPERIENCE

### Character Artist Intern

Oct 2022 - Present

TableTopBoardGames LLC

- Character designs and Illustrations for an upcoming board game called Incursion.

### Freelance Motion Graphic Designer

Sept 2022 - Oct 2022

Altman Entertainment

- Pitched storyboards for the title sequence of an upcoming feature film, Among the Ashes.
- Worked closely with the director and created four different storyboards for the title sequence.

### Visual Development Artist Intern

Feb 2022 - June 2022

Rob Nelson Productions

- Created character designs and turnarounds for an unannounced feature film.
- Created layouts for an interior scene and prop designs.

### Visual Development Artist Intern

Nov 2021 - May 2022

RJ Animation

- Refined the script and story for the short animation film.
- Created character designs and turnarounds for the 3D modeling team.

### Freelance Graphic Designer

Oct 2020 - Feb. 2021

Lux Longboards

- Created sketches, mockups, and final renders of a longboard.
- Created sketches, mockups, and final renders of a logo for an upcoming event.

## AWARDS

- Runner Up Winner of GCU Animation Film Festival - 2022

## EDUCATION

Grand Canyon University

Sept 2019 - Dec 2022

- Bachelor of Arts (BA) in Digital Design - Animation  
Minor in Digital Film