



color design & visual development

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EDUCATION

ArtCenter College of Design

Pasadena, CA | BFA in Illustration
JAN 2020 - APR 2023

SOFTWARE SKILLS

Adobe Creative Suite

Photoshop, InDesign, Acrobat

Google Suite

Docs, Sheets, Slides

Mac and PC Proficient

DESIGN SKILLS

Painting

Color and Lighting

Image Composition

Research (visual & academic)

Visual Storytelling

EXHIBITIONS

100 Postcards for Foxes

Alexi Era Gallery | Eugene, OR | SEPT 2018

Flora and Fauna

Alexi Era Gallery | Eugene, OR | JUL 2018

Feathered Dwellings

Alexi Era Gallery | Eugene, OR | JUN 2018

PRODUCTIONS

Tim Sandal's Side Project | BG Supervisor, VisDev Artist

ArtCenter College of Design | JAN 2022 - APR 2023

- Design handheld props and set dressing.
- Design lighting through color keys, background art, and character colorstyling.
- Oversee background team to maintain a cohesive look.

Raggy's New Life | BG Artist, Color Artist | [WATCH HERE!](#)

ArtCenter College of Design | SEPT 2022 - DEC 2022

- Worked with director to maintain a cohesive style and palette.
- Designed and paint backgrounds for 2D animation.
- Colored animations in Toon Boom Harmony as needed.

Deepest Dark | Environment Artist, Illustrator | [PLAY HERE!](#)

ArtCenter Game Jam | MAR 2022

- Created repeatable pixel art environment assets.
- Designed and animated props in Adobe Photoshop.
- Painted key frames for ending animatic.

EXPERIENCE

ArtCenter College of Design | Teaching Assistant

JAN 2022 - DEC 2022

- Provided critique on visual research, storytelling, and draughtsmanship.
- Detailed assignments and shared creative resources with students.

Gaint Space Monster, LLC | Writer

JAN 2021 - MAR 2021

- Wrote dialogue vignettes to explore characters' personalities.
- Condensed gameplay into a one-page synopsis to streamline communication during development.