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Los Angeles based concept designer with passion for environment design and set dressing for games and film. Solid understanding of composition, value, shape language, and overall design. Great communication, organizational skills, and a drive to learn.

EDUCATION
2018-2022

ArtCenter College of Design - Pasadena, California

BFA, Illustration Entertainment Arts

RELEVANT COURSEWORK 2022

INDEPENDENT STUDY WITH CLIFF NIELSEN

- -Created a variety of concepts for interior and exterior environments, props, and character designs within a theme for narrative story-telling
- -Developed concepts with a set process from thumbnail variations to final paintings

2021-2022

ONLINE MENTORSHIP WITH JOHN PARK

- -Produced interior and exterior environments and background paintings with a structured workflow
- -Designed with a focus on light logic, set dressing, and refining photorealistic rendering techniques
- -Supported architectural structures within paintings using Blender and photobashing

2018-PRESENT

BRAINSTORM SCHOOL - BURBANK, CALIFORNIA

- -Completed various concept design courses in world-building to gain skills in design language, scene composition, lighting, and value grouping
- -Generated multiple versions of environment exploration in architectural, post-apocalyptic, organic, and historical terrains

EXPERIENCE

2021

TEACHING ASSISTANT AT ARTCENTER FOR BRI NEUMANN

-Assisted in administrative duties and critiqued student artwork with a focus on gaining insight in color theory, visual narrative, and elements of design

2020

CITY OF LONG BEACH C.A.A.P. (CLIMATE ACTION AND

- ADAPTION PLAN)
 - -Collaborated with a team of artists to create and advertise illustrations and digital paintings with environmental impact in mind
 - -Followed creative direction and resolved design revisions with supervisors

2019-PRESENT

FREELANCE & COMMISSIONS FOR INDEPENDENT CLIENTS

-Created illustrations and paintings for clients upon request

ACKNOWLEDGEMENTS

2020

CGMA (COMPUTER GRAPHICS MASTERS ACADEMY) STUDENT SHOWCASE

-Awarded for Environment Design

PROGRAMS

Photoshop, InDesign, Blender