

## Work Experience

### **Signals of Bedlam, Freelance** — 3D Artist, April 2020

- Responsible for modeling four different 3D assets to be used in a music video. Final project included organic/creature modeling and hard surface vehicle design. Rugged and animated the vehicle and a skull for the video.

### **Eco Architects, Jackson NJ** — *Visual Rendering Assistant*, August 2015 - Present

- Responsible for aiding in the production of 2D and 3D architectural renderings and elevations.

### **Academy of Art University: MFA Final Thesis**, 2019

- Completed a 3D Modeling thesis reproducing traditional 2D fine art pieces in 3D

### **Chico's FAS, Danville CA** — *Sales Associate*, August 2018 - November 2018

- Responsible for maintenance of the sales floor, including customer servicing, cashiering, changing of window mannequins and banners, changing of floorset wall and table arrangements, promo sign changes, processing shipment and transfers, shrink monitoring/awareness.

### **Guess Factory Outlet Stores, Jackson NJ** — *Sales Associate*, November 2016 - June 2018

- Responsible for maintenance of the sales floor, including customer servicing, cashiering, promo sign changes, processing shipment and transfers, shrink monitoring/awareness. Was given creative freedom to make decisions and lead other associates regarding in-store visuals, including the changing of window/floor mannequins, banners, and floorset wall and table arrangements to best showcase products

### **Rutgers-Camden: Senior Thesis**, 2015

- Completed a short film in Computer Animation

## Skills

- Character Modeling
- Hard Surface/SubD Modeling
- Retopology
- Displacement and Normal Mapping
- PBR Texturing and UV layout
- Lighting
- Rendering
- Character Design
- Traditional Art/Drawing

## Software

- Zbrush
- Maya
- Arnold
- Adobe Suite
- Mari
- Mudbox
- Substance Painter
- Marvelous Designer

## Education

### Academy of Art University, San Francisco CA — MFA (2019)

- Studied 3D Animation with a concentration in 3D Modeling

### Rutgers University, Camden NJ — BA (2015)

- Studied Electronic Arts with a concentration in Computer Animation