



SKILLS

- After Effects
- Premier
- Final Cut
- Cinema 4D
- Adobe Photoshop
- Flash/Animator
- Illustrator
- Autodesk Maya
- Motion Graphics
- Video Editing
- Animation
- Storyboarding
- Concept Design
- 3D Modeling
- Texturing
- Rigging

EXPERIENCE

Standard Broadcast | *Motion Graphics Artist* ————— *Manhattan, NY | 04/2018 - Present*

- Star Talk* -Designed and animated scientific concepts as explained by **Neil DeGrasse Tyson**.
- Real Life Lore* - Designed and animated sequences for history and science explainer videos.

James Childs | *Personal Assistant* ————— *Manhattan, NY | 04/2018 - Present*

- Triptych*, a commissioned painting for the **D.C. Smithsonian** spanning decades of work.
- Worked over weekends to digitize and help compose the work for pre-production.

Augenblick Studio | *Storyboard Artist / Assistant Video Composer* ————— *Brooklyn, NY | 03/2017 - 08/2017*

- The Jellies*, an animated television show on **Adult Swim** by **Tyler, The Creator**.
- Operated as one-man revision team to create and/or modify storyboards and animatics.
 - Spearheaded storyboard changes requested by executive producers and directors.
 - Enhanced episodes by adding additional characters, visual gags, and/or entire scenes.
- Advanced to compositing team after initial storyboarding role ended.
 - Processed individual layers into rendered scenes with textures, lighting, and effects.

Thrillist Media Group | *Video Artist / Production Assistant* ————— *New York, NY | 10/2015 - 02/2017*

- Generated original content from concept pitches through to exported videos and gifs.
- Specialized in social media and shareability for multimedia platforms.
- Edited and compiled raw video footage, including color correction and quality control.
- **#FLAPJACKFRIDAY** -Pitched and performed for a weekly pancake art segment with combined count of over 1,000,000 views and 20,000 engagements on *Facebook Live*.

Whiteboard Animation Studios | *Animator* ————— *Brooklyn, NY | 02/2015 - 09/2015*

- Designed and animated explainer videos for clients such as **BMW, Cisco, and Mastercard**.

NITO | *Animator / Character Designer* ————— *New York, NY | 06/2012 - 12/2014*

- Modeled, textured, and animated CG avatars for the facial tracking app *Nito*.
- Designed commissioned characters or modified preexisting models to work within the app.

PROJECTS

A Drift of Souls | *adriftofsouls.com* | *Creator/Writer/Illustrator/Animator* ————— *11/2015 - Present*

- An animated sci/fantasy graphic novel with over 100 pages released online.

Sage | *Associate Producer / Lead Environmental Designer* ————— *04/2013 - Present*

- Expiremental project to create a video game through contributions of an online user community.
- Lead the production and design of animated/static assets for in-game environments.
 - Structured game maps, including original puzzles to be solved by player.
 - Managed the development/creation of animated sequences for cinematic events.
- Organized several main game mechanics including creature classification and moves/abilities.

EDUCATION

- **Savannah College of Art & Design - Savannah, GA**
One year of MFA, Animation
3.40 GPA - 2013-2014
- **Pratt Institute - Brooklyn, NY**
BFA Degree, Digital Arts
3.63 GPA - 2008-2012

RECOGNITION

- Pratt Presidential Merit Scholarship
- Silver Cord Honors graduate at Pratt
- "*Staff Pick*" post featured on **Imgur**
- Most viral post of the month on **Imgur**
- **Cracked.com** Photoplasty winner
- **Cracked.com** guest writer