

Goals

To work as an artist and animator alongside a team and bring entertainment and creativity to an audience

Skills

Animation
Character Design

Software

Adobe Animate Photoshop
Toon Boom Harmony Illustrator

Education

Bachelor of Fine Arts, Animation Aug 2013 - Jun 2016
Savannah College of Art and Design, Savannah GA
Courses of Study included:
2D and 3D Animation, Storyboarding, Character Design and
Layout, Modeling, Art Foundation

Work Experience

Bardel Entertainment Feb 2022 - Sept 2023
The Dragon Prince Seasons 4+
Shot Finaling Artist/FX Animator
Cleaned up broken toon lines and other rendering errors for a 3D show, in Toon Boom Harmony
Added 2D lines and animation to 3D animated characters, to increase the expressiveness
Animated occasional 2D effects animation, with a primary focus on effects directly on characters

Copernicus Studios Sept 2020 - Dec 2021
Teen Titans Go Season 7
2D Animator
Created key poses based on storyboards
Animated all props and characters in scene to polished completion
Revised animation based on notes from both the studio and the client

Pocket Watch July 2020 - Sept 2020
Freelance Animator
Assembled and organized shots and assets to prepare for animation in Adobe Animate
Set up Key Animation poses based on storyboards
Animated all props and characters in a scene to full completion

Wildbrain Studios Nov 2019 - May 2020
Carmen Sandiego Season 3 & 4
Posing Artist
Created on model key character poses in Animate for storytelling and action sequences
Pushed Animate builds, creating new parts to match poses and expressions to storyboards
Worked with a team to meet assigned weekly quotas and expectations

Copernicus Studios June 2018 - Sept 2019
Care Bears: Unlock the Magic
Character Animator
Created key poses based on storyboards for Care Bears: Unlock the Magic
Animated all props and characters in scene to polished completion
Revised animation based on notes from both the studio and the client