

Work History

Nitrado/Apex Hosting

• Senior Video Producer / Animator (May 2025- Present)

- Responsible for conception, storyboarding, designing, rigging, animating, compositing, and finally quality checking video productions
- Collect and export key art from videos for marketing purposes
- Supervise and aid in the production of marketing materials

Monumental Games

• Principal Animator (Jan 2023- Mar 2025)

- animate in-game effects and character animations in Unity
- create card art, UI, menus and other design elements
- storyboard and animate opening cinematics

• Lead Animator (Dec 2020- Jan 2023)

- create animated ads for social media and app stores
- collaborated in creating pitch documents for investors/ clients

Soup Factory Digital

• Motion Graphics Animator (2023- 2024)

- animated text, bottom thirds, and banners
- animated full screen graphics and client logos

Brazen Animation

• Contract Storyboard Artist (2023)

- storyboarded full episodes of Chip Chilla

• Contract Toonboom Animator (2023)

- animated two digital promotions/banners for Chip Chilla

Rooster Teeth Productions

• Director/Lead Animator (Aug 2015- Dec 2020)

- communicate across departments to improve collaboration
- lead and direct teams of animators, story artists, and editors in creating streaming content and advertisements
- animate and compose full scenes using a variety of software
- work with producers to set deadlines and performance reviews

Independent Freelancer (2014-present)

- graphic design, motion graphics, and animated text for digital brand packages
- storyboarding for marketing pitches
- clean-up animation

Software



Photoshop



CHARACTER ANIM



HARMONY



STORYBOARD PRO



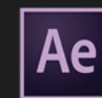
Illustrator



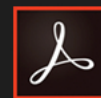
Animate



UNITY



After Effects



Acrobat



BLENDER



FIGMA



Premier



Media Encoder

Education

Savannah College of Art and Design (2009- 2013)

- Academic & Artistic Scholarship
- Dean's List

Brother Martin High School (2009)

- Anthony J. Dominici Art Award