

Work History

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

Office Max

- **Graphic Designer/ Printing Specialist**
 - Take customer design orders such as: flyers, banners, and business cards and design their order in Adobe software
 - prep files for print and quality check once printed

Software



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