

## EDUCATION

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**Ringling College of Art and Design**, Class of 2026  
Bachelor of Fine Arts in Computer Animation  
Minors in Film Studies, Creative Writing, Art History  
GPA 3.90 | President's List

**Cabrini University**, Radnor, PA  
Dual Enrollment, 2021 - 2022

**Ringling Summer PreCollege Program**, July 2021 - August 2021  
Computer Animation, 3D Modeling, Storyboarding Courses

## WORK EXPERIENCE

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**Computer Animation Lab Monitor**, Ringling College of Art & Design, Sarasota, FL August 2024 - Present

- Assisted Computer Animation students with questions regarding Computer Animation course material, practices, or software
- Explored and solved technical issues students encountered
- Selected by faculty due to shown expertise in modeling characters and environments, texturing, surfacing, animation, lighting, VFX, and compositing in Computer Animation individual projects
- Worked with IT and campus security to maintain safety and operational standards of the labs

**Environment Art Intern**, Electronic Arts - Maxis, Redwood City, CA May 2024 - August 2024

- Designed and illustrated concept art for a point of interest environment asset in *The Sims 4's* Life and Death expansion pack, accurately translating it to a 3D model adhering to the game's style, file organization, optimization, and LOD requirements
- Modeled assets in ZBrush, using Autodesk Maya for hard surface modeling, retopology, UV unwrapping, and rigging
- Created hand-painted textures for environment assets using 3D Coat and Photoshop, and procedural textures in Substance Designer for use in Unreal Engine 5
- Gained experience collaborating with teams across the technical pipeline in a live game environment on *The Sims 4*, and on a project still in development, and presented my progress to teammates and art directors

**Character Animator**, Rochester Institute of Technology, Remote January 2024 - May 2024

- Worked with supervisors and teammates to animate looping actions for characters in Guild Noctua's game, Eternal Machinations
- Gave, received, and implemented feedback on animation work

**Perspective Drawing Tutor**, Ringling College of Art & Design, Sarasota, FL September 2023 - December 2023

- Assisted first year students in learning one point, two point, and three point perspective
- Provided feedback on projects, answered questions, and taught students fundamentals of perspective drawing

## LEADERSHIP EXPERIENCE

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**Executive Board Treasurer**, Ringling College of Art & Design Student Government, Sarasota, FL September 2023-Present

- Collaborated with Executive Board members, Student Affairs and Activities leadership, maintenance, and other offices to improve campus life, and with campus organizations to approve budget requests
- Managed the Student Government budget and its allocation to campus clubs, offices, events, and resources
- Communicated and presented information to the student body in weekly Student Government Association meetings and student forums

**Comicsmith Club President & Social Media Manager**, Ringling College of Art & Design, Sarasota, FL May 2023-Present

- Led and planned weekly Comicsmith Club meetings, as well as projects, speaker events, and tabling events
- Taught comic-making techniques to members, and collected and provided external educational resources
- Attended weekly Student Government Association meetings, represented my club's best interests, negotiated budget requests, and collaborated with other representatives and Executive Board members

## SKILLS

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- Proficient in** Autodesk Maya, Photoshop, Substance Painter, Substance Designer, Substance Sampler, Procreate, MS Office, Google Workspace,
- Working knowledge** of Unreal Engine 5, Perforce, Adobe Illustrator, Adobe Premier, ZBrush, Nuke, 3D Coat, Marmoset, JIRA, Confluence
- Basic** Blender, Pencil 2D

## AWARDS

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- Trustee Scholar Nomination
- Multiple pieces selected for Best of Ringling Exhibition
- President's List recipient
- Faculty Scholarship