

EDUCATION

Ringling College of Art and Design, Class of 2026

Bachelor of Fine Arts in Computer Animation | Minors in Film Studies, Creative Writing, Art History | Author Illustrator Certificate
GPA 3.90 | President's List

3D / ANIMATION PRODUCTION EXPERIENCE

Animated Short Director, Ringling College of Art & Design, Sarasota, FL

January 2025 - Present

- Directed and created an original animated short film as a thesis for my Computer Animation degree at Ringling College, utilizing Maya, ZBrush, Substance Painter, Nuke, and Premiere
- Solely responsible for the ideation, pre-production and production of the short from start to finish, including all CG asset development (modeling, texturing, grooming, rigging, FX, simulation) and 3D animation of two humanoid stylized characters
- Solely responsible for project management, all scheduling, timeline creation, and task tracking
- Communicated and contracted all voice talent
- Managed the expenses and budget for the short

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 animation, modeling characters and environments, texturing, surfacing, lighting, VFX, and compositing in Computer Animation individual projects
- Worked with IT and campus security to maintain safety and operational standards of the labs

Animation & Storyboarding Teaching Assistant, Ringling College of Art & Design, Sarasota, FL

June 2024 - July 2025

- Selected by faculty to assist in teaching an entry-level summer courses in animation and storyboarding
- Answered student questions, demonstrated techniques, and supervised open studio hours
- Provided feedback on how students could improve their animation's timing, weight, balance, and posing by implementing traditional animation principles to achieve realistic and appealing facial and body animation

CG Environment Art Intern, Electronic Arts - Maxis, Redwood City, CA

May 2024 - August 2024

- Designed 3D environment assets in *The Sims 4*'s Life and Death expansion pack, and accurately translated them to 3D models 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 PBR textures in Substance Designer for use in Unreal Engine for *Project Rene*, an in-development mobile game
- Imported CG assets and textures into Unreal Engine
- Gained experience collaborating with teams across the game development pipeline, and presented my progress to concept artists, teammates, and my Art Director

Character Animator, Rochester Institute of Technology, Remote

January 2024 - May 2024

- Worked with supervisors and teammates to animate full-body looping character actions for the player character in *Guild Noctua*'s game, *Eternal Machinations*
- Gave, received, and implemented feedback on animation work in weekly meetings with teammates
- Implemented cycles in Unreal Engine, and gained experience in animation development in a team-oriented environment

LEADERSHIP / COMMUNICATION EXPERIENCE

Student Ambassador, Ringling College of Art & Design, Sarasota, FL

September 2025 - Present

- Nominated by college administration to represent the Ringling College community in events for donors, alumni, and guests
- Gave tours, answered questions, and aided guests at events

Animation Mentorship Program Founder & Head, Ringling College of Art & Design, Sarasota, FL

August 2025 - Present

- Organized and created an official peer mentorship program for the Computer Animation major at Ringling College, which would promote community in the major and ensure underclassmen had upperclassmen connections willing to assist and encourage them
- Communicated effectively with the Department Head of Computer Animation and implemented his feedback to ensure the program was optimally structured and executed
- Facilitated all sign-ups and mass communications, structured the peer groups, oversaw the program and its participants through the duration of the academic year, and responded to any participants' concerns or issues

Executive Board Treasurer, Ringling College of Art & Design Student Government, Sarasota, FL

December 2024 - 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

Safety & Security Committee Head, Ringling College of Art & Design, Sarasota, FL

January 2025 - Present

- Collaborated with the Office of Public Safety and the Student Government Association to act as a student representative in regards to issues of Public Safety and Security on campus
- Organized events, facilitated surveys and presented survey results, and scheduled and ran biweekly meetings

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

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

SKILLS

- **Proficient in** Autodesk Maya, ZBrush, Photoshop, Substance Painter, Substance Designer, Substance Sampler, Nuke, MS Office, Google Workspace, XGen, Arnold, 3D Printing, Sewing, Laser Cutting
- **Working knowledge of** Woodworking, CNC Routing, Unreal Engine 5, Perforce, Adobe Illustrator, Adobe Premier, ZBrush, Nuke, 3DCoat, Marmoset, JIRA, Confluence, ShotGrid, nCloth, 3D Coat
- **Basic** Blender, Pencil 2D

AWARDS

- Trustee Scholarship
- Multiple animation pieces selected for the 2024 and 2025 Best of Ringling Exhibitions
- President's List recipient
- Ringling College Faculty Scholarship