

## experience

Alden Studios:

*Technical Director & CG Lead (Spring 2021-Spring 2022)*

Wrote tools for optimizing artists' workflows in 3ds Max, Houdini, and Windows OS. Configured and monitored the render farm and workstations. Set up remote work software. Assisted in all aspects of CG artwork production and presentation.

*CG Artist (Spring 2019-Spring 2021)*

Modeled, composed, textured, lit, rendered, and edited CG artworks, mainly for architectural visualization in 3ds max. Created Houdini FX work including debris, smoke, and cloth effects.

*"Out of Wreckage": Texture Artist (Spring 2017- Spring 2018)*

Textured the buildings and environments according to the director's vision for this short animation using Renderman and Substance Painter.

*Heart+Hammer: Motion Graphics Intern (Summer 2017)*

Took assigned marketing facts and made a promotional series of animated gifs, from concept to render, using After Effects for the agency.

*Krash Creative: After Effects Assistant (Summer 2016)*

Created video content using After Effects for clients' marketing needs.

## education

Savannah College of Art and Design: BFA in Visual Effects (November 2018)

## software

Houdini  
Maya  
3ds Max  
Mari  
Substance

Corona  
Renderman  
Karma  
Nuke  
Creative Cloud

## code

Python  
VEX  
Maxscript  
MEL  
batch & bash

## skills

Organization  
Fine Art  
Film  
Windows  
Linux

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