# **Objective**

To secure a position where I can use my skills as a VFX Artist

# **Education**

* The School of Visual Arts (2011 – 2016)

Matriculated as a student in the Computer Arts Department; maintained 3.0 GPA

* Pratt Institute (Summer 2013. 2014, 2015)

Attended summer classes to increase knowledge of traditional/character drawing, and programs such as Adobe Illustrator, Photoshop, and Autodesk Maya

* New York Film Academy (Summer 2017)

Attended Intense four-week summer workshop to create a 30 second film in Maya

# **Experience**

* Collider Event (June 2013)

Volunteered at The School of Visual Arts Computer Art booth. Interacted with attendees and answered questions regarding SVA and the Computer Art department.

* New York Comic Con (October 2012)

Volunteered at The School of Visual Arts Computer Art booth. Discussed SVA’s Computer Art department with potential students.

* General Painting and Home Repair (June – August 2012 - Present)

Assisted with the upkeep of several commercial properties in Brooklyn. Worked alongside the building manager as a helper.

* Marty Golden, NY State Senator, Office Intern (February – April 2010)

Prepared mailings, interacted with neighborhood businesses, and general office assistance.

# **School Projects**

* Thesis Film “What Are You Nuts?”” (June 2015 – April 2016)

Created a short animated film. This consisted of crafting the concept, prevising the story, character design, modeling, animation, lighting, rendering, and voice work.

* Mini Thesis (March 2015 – April 2015)

Worked in a group of six to produce a 90 second short. My job consisted of modeling assets and creating a dynamic title intro.

* Diorama Project (April 2015)

Collaborated with a group of three to produce a 3D diorama video. Work consisted of modeling assets and character.

# **Software Skills**

Proficient using Autodesk Maya, Houdini, Adobe Creative Suite, Microsoft PowerPoint, and Microsoft Excel

Basic knowledge with Nuke, Mari, ZBrush, Autodesk Mudbox, and Arnold Renderer