

Education:

Bachelor of Fine Arts in Animation 06/2025
Savannah College of Art and Design, 516 Drayton St, Savannah GA 31401

Collaborative Projects

The Burgmans: 2D Animator/Character Designer 08/2024 – 05/2025

- * Designed the cartoony main character from sketch to final.
- * Animated several character shots ranging from subtle emotion to high action.
- * Spearheaded animation filing system and standardized node view for production.
- * Storyboarded shots involving dynamic action and multiple characters.

Hunting Grounds: 2D Animator/Storyboard Artist 01/2024 – 03/2024

- * Animated characters interacting with props and objects in perspective.
- * Established intricate weapon design and guides to assist in production.
- * Created 3D weapon model to better amplify team member efficiency.
- * Storyboarded shots involving natural layouts, characters, and animals.

Work Experience:

SMG Corporate Services 09/2025 – 01/2026
HR Assistant

- * Regulated client and employee concerns with efficiency.
- * Streamlined the filing of documents and sensitive information.
- * Dissected and translated government documents for ease-of-access.

Maple Street Biscuit Company 07/2024 – 06/2025
Team Worker

- * Accelerated closing of store, cleaning machinery, and stocking.
- * Performed a wide variety of tasks including service and maintenance.
- * Assisted in training new workers and dismantling machinery as needed.

Software

Toon Boom Harmony, TVPaint, MOHO Animation, Toon Boom Storyboard Pro,
Clip Studio Paint, Adobe Creative Cloud, Procreate, Blender

Skills

Character and Effects Animation, Character Design, Prop Design, Storyboarding,
Bilingual (Spanish), Adaptive Leadership, Communication-Focused, Organization,
Planning, Collaboration

