

SKILLS

3D Animation Fine Art

Leadership Teamwork and Collaboration Communication Ability to take criticism Ability to multitask **Detail Oriented** Organized

SOFTWARE

Maya Photoshop Illustrator After Effects **Premiere Pro Gmail Suite Microsoft Suite** Shotgun Linux

CONTACT

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EDUCATION

Savannah College of Art and Design, GA

Courses of Study included: Art history, Foundations, English, Business

WORK EXPERIENCE

Animator

 Responsible for creating realistic animation for human and animal body mechanics and acting performance.

Animator

 Responsible for creating character animation for game cinematics.

Animator

- Responsible for producing high-quality, hyper-realistic animations for feature film productions.

Animator

- Responsible for producing high-quality, believable, and life-like animated performances for productions.
- Understand realistic body mechanics, character acting, performance, and animating guadrupeds and other animals.

COLLABORATIVE PROJECTS

"KAGHATI"	MAR - AUG 2021
3D Animator	
"HEX LIMIT"	DEC 2020 - MAY 2021
3D Animator	
"ENTER THE OLIGOCENE"	AUG 2020 - JAN 2021
Gameplay Animator	

AWARDS

SCAD Dean's List Honors	2018 - 2021
SCAD Academic Honors Scholarship	2018 - 2023
SCAD Achievement Scholarship	2018 - 2023

ACCOMPLISHMENTS

Women in Animation

AUG 2023- PRESENT

JULY 2023- AUG 2023

SEPT 2022 - JAN 2023

AUG 2021 - SEPT 2022

APR - AUG 2021