



Profile

Proficient in rigging and character technical direction. Developed skills in modeling and look development. Knowledgeable in 3D animation, lighting, UV mapping, and rendering. Experience with animation and games.

Experience

Rage Quit Apr 2025 – Aug 2025

Character Technical Artist

Responsible for modeling, texturing, rigging, and animating all characters to be used in Unreal Engine.

House of Parliament Aug 2022 – Sep 2022

Rigger

Rigged creatures and props used in the Taylor Swift music videos “Lavender Haze” & “Bejeweled”.

Rigging advisor for related productions.

Goro Goro Apr 2022 – June 2023

Rigger

Rigged the giant dad character’s lower body & various other props used in the short. Used Shotgrid to go over dailies with a 10 person team.

SCAD Animation Studios Jun 2021 – Jun 2022

Rigger

Rigged characters and props. Supported development and testing of the in house auto rigger for current and future projects.

Education

Vancouver Film School Aug 2024 – Aug 2025

College Diploma In Game Design

Studies based around designing and building games in Unreal Engine and Unity.

Savannah College of Art & Design Sep 2019 – Jun 2023

BFA In Animation

Studies based around technical aspects of animation such as modeling, rigging, and lighting, with a main focus on character setup rigging.

GPA 4.0

Software

Autodesk Maya
Unreal Engine
Python
ZBrush
Substance Painter
Shotgrid

Skills

Character Rigging
Facial Rigging
Python Scripting
3D Animation
Retopology
Sculpting

Activities

Former member of Polar Ice Adult Hockey League
Member of Vancouver Adult Recreational Co-Ed Hockey League (ARCHL)
Member of Professional Disc Golf Association (PDGA)
NC Beekeepers Association
Former president of the SCAD Rigging Club