



3D Character Animator

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EXPERIENCE

3D In - Game / Cinematic Animator

Sept. 2020 - Present

Counterplay Games - (Remote) San Francisco, California

Godfall & Godfall Expansion: Fire & Darkness

- Responsible for creating in-game animations such as attacks, combat finisher and miscellaneous.
- Responsible for mo-cap/hand key animation cleanup for body animation.

3D Game Animator

March 2020 - July 2020

Nexon Co., Ltd - Irvine, California

Unannounced Project UE4 PC & Console Third Person Melee Combat

- Responsible for creating in-game animations such as combat attacks and miscellaneous.
- Responsible for mo-cap/hand key animation cleanup for body animation.

Cinematic Animator

April 2019 - Jan 2020

Sony Interactive Entertainment Inc. - San Diego, California

The Last of Us: Part II

- Responsible for creating high quality cinematic animations.
- Responsible for hand key animation/mo-cap cleanup for body and facial animation.

3D Animator

Nov. 2017 - Jan. 2018 / July 2018 - April 2019

Rooster Teeth - Austin, Texas

RWBY: Volume 5 and gen:LOCK: Season 1

- Responsible for hand key animation/mo-cap cleanup for body and facial animation.
- Participated as a mo-cap actor for sequences of shots.

Previs - Shot Creator / Animator Apprentice

March 2018 - June 2018

The Third Floor, Inc. - Los Angeles, California

HBO: Watchmen Pilot / Unannounced Project

- Created 3D pre-visuals for sequences of shots via camera layout, composition, environmental stage dressing and tone illustrated by storyboards and/or scripts.
- Responsible for hand key animation/mo-cap cleanup for characters, creatures and props.
- Recreated and adapted shots to enhance storytelling in a fast pace environment.

SOFTWARE

Maya | After Effects | Photoshop | Premiere
Illustrator | Toonboom Harmony | Shotgun
Unreal | Perforce

EDUCATION

Bachelor of Fine Arts in Animation

Graduated June 2017

Savannah, Georgia

Savannah College of Art and Design

SKILLS

3D Animation | Drawing / Illustration | Character Design | Storyboarding