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SOFTWARE

- **Adobe Creative Suite**
(Photoshop, Illustrator, Animate, InDesign)
- **ToonBoom** (Harmony)
- **ClipStudio**
- **DigiCel FlipBook**
- **Autodesk** (Maya, 3DS Max)
- **Microsoft Office** (Word, Outlook, Powerpoint)

WORK EXPERIENCE

Freelance Artist

June 2011 - present

- concept art for game development
 - early visual development of guns and weapons, environments, characters
- book and website illustrations
 - worked on a children's book, novel cover, webcomic clean-up, and webcomic creation
 - created banner and background art for the website
- character, tattoo, branding, and merchandise designs
 - drawing original characters (both creating preliminary art for the character and adding to a pre-existing library)
 - followed my clients' requests to offer choices before locking down the image and style for delivery
 - provided brand cohesion with logos, website design, and business cards
 - created toy designs and finished prototypes, branded ornaments, hand fan designs, and images/designs for wearable products
- oil and acrylic paintings, charcoal drawings, and photography
 - hand-painted leather products
 - painting/drawing portraits, landscapes, and art from films and media
 - family photos, private sessions (senior portraits, themed shoots), and travel photography
- animation and graphic design consulting

"The Time Trio" TV Pilot

Rough and Clean-up Animator, Colorist

March 2022 - May 2022

- Created rough character animation for scenes using provided character sheets, audio, animatics, and known personalities of characters
- Cleaned up and colored character animations on model
- Created and colored last-minute explosion effects animation
- Advised fellow animators on fixing and refining animations
- Worked with director to create easier workflow for colorists

"Haruhi" Student Short Film

Animator, Visual Development, Background Painter, Composer

October 2019 - June 2020

- Worked with director to create visual style and overall ambience of the film through concept art, character development, and music choice
- Researched inspirations for film and provided visual resource material
- Produced storyboards and helped to refine final animatic
- Put together a pre-production packet with collaborator to pitch to the film board for approval
- Created rough, clean, and color animations

EDUCATION

BA (Hons) 2D Animation and Character for Digital Media (1st class)

University of Hertfordshire - Hatfield, United Kingdom

June 2021

Associate of Art & Sciences

Brigham Young University Hawaii - Laie, Hawaii, USA

December 2017