



Dedicated 3D technical artist with specialization in character and environment surfacing. Expertise in developing characters from an initial concept to a finished 3D model using a variety of software programs.

EXPERIENCE

Crossing Over

Jan 2022 - Jul 2022

Atlanta /CO - Surfacing Director

- Achieved a painterly style through research and development that was used throughout the film.
- Oversaw the surfacing team's timeline and avoided development pitfalls while maintaining a high level of quality for the character and prop textures.

LED Volume - Magical Forest

Mar 2022

Atlanta / Surface Lead

- Achieved a realistic style in this XR stage film by creating smart materials for stones, trees, and other foliage.
- Mentored team in implementing subsurface scattering and emission, to enhance the film's overall style.

LED Volume - Gothic Library

Mar 2022

Atlanta / Surface Artist

- Increased team efficiency by teaching UVW mapping on hard surfaces and organic models in Maya and 3D Coat.
- Taught a team of artists how to transfer maps from substance painter to Maya and Unreal.

Forest Spirit

Jan 2022

Atlanta / Look Dev Artist & Surface Artist

- Created a high-resolution mesh in Mudbox that could be baked onto a low-polygon model to create a gameplay-ready asset.
- Achieved a thorough understanding of modeling, sculpting, texturing, rigging, and lighting techniques to bring an idea from concept to 3D render.

Happy Holidays

Dec 2021

Atlanta / Surface Artist

- Developed assets that fed visual storytelling for a holiday scene in close collaboration with art direction.
- Responsible for all UV Unwrapping UV Layouts and Texturing work of environment and props in the scene.

Jump!

Nov 2021

Atlanta / Technical Artist

- Implemented UV Layout and UV unwrapping knowledge to create cloth and hair simulations with Xgen.
- Researched how to create different fabric material textures while designing clothing and character textures using substance painter.

EDUCATION

Savannah College of Art And Design

Atlanta, GA

B.F.A. Animation

- Focus on technical animation, including surfacing, 3D modeling, lighting, and rendering. Also, gain skills in 2D animation

SKILLS

- Surfacing
- UV Mapping
- UV Editing
- 3D Rendering
- 3D Modeling
- 3D Lighting
- Photo Editing
- Video Editing
- Detail Oriented
- Self-motivated
- Smart Material Development
- Animation & Game Pipeline Knowledge

SOFTWARES

- Maya
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Media Encoder
- Blender
- Arnold
- Z-brush
- Xgen
- Unreal

INVOLVEMENT

Latinx in Animation

Member

- Member of a network that promotes Latinx diversity in animation, VFX, and gaming through community events.

Women in Animation

Member

- Members of organizations that encourage empowering underrepresented genders in animation, technology, and production in order to create richer, more diverse media.