

EDUCATION

Savannah College of Art and Design (2013-2017) B.F.A., Major in Motion Media Design, Minor in Animation

SKILLS

Computer Software Skills

- Adobe After Effects Adobe Illustrator Adobe Photoshop Adobe Premiere
- Adobe Audition

Design Skills

• 2D Animation and Motion Graphics • Graphic Design • Editing Video and Animation

Professional Skills

- Teamwork and Team Brainstorming Quick to Learn Software/Hardware
- Attention to Detail Great Communication Used to a Fast-Paced Environment

EXPERIENCE

Professional Experience

• Graphic Designer - Koralis Entertainment Inc. (2018-Present)

Designed various logos for online shows using Adobe Illustrator and Photoshop for this eSports company, including their popculture news show, "The Basement." Also, created any graphics needed including Facebook banners and sponsorship graphics.

• Motion Designer - Life360 (Oct.-Nov. 2020)

Worked with the VP of Design remotely to animate a short video explaining how the Life360 app is used with Google Assistant. Analyzed their previous ads to replicate their animation style. Life360 provided the voiceover and storyboards and I animated the video using After Effects, sending over rough drafts to critique once or twice a week. Experience with video calls and Figma.

• Animator/Motion Designer - Pickle This Productions (2018-2020)

Animated a series of motion comics using Adobe After Effects and Illustrator. Animated and designed characters for their 2D animated films "Pinecones" and "Arena Bout." Reviewed and interpreted storyboards. Often created the animations in 1 to 2 days time.

Personal Projects

• Created motion design film "Beyond Right and Wrong" (2017)

Conceptualized and animated visuals for a personal essay by Wenzl McGowen of the band "Moon Hooch." Pitched multiple ideas and storyboards of abstract visuals to be animated over his voice-over. Used After Effects to create the 2D imagery.

Style Frames:





