

## SUMMARY

3D artist and animator with hands-on experience in Unreal Engine 5 and Autodesk Maya, focused on building immersive environments, animation systems, and real-time visual effects. I enjoy taking ideas from early concept through final execution, balancing technical precision with strong visual storytelling. I'm always looking to grow, collaborate, and contribute to projects that create engaging, memorable experiences.

## WORK EXPERIENCE

**Otisco Studios, Game Design and Development Intern, Remote** April 2025 – October 2025

- Led animation development for a commercially released game on Steam, building the main playable character in Unreal Engine 5 using Animation Blueprints and state machines to create responsive, gameplay-driven movement.
- Handled all combat and character VFX in Niagara, building particle effects such as jet engines, shooting bullets, explosions, and other action-driven visuals to make gameplay feel more energetic and immersive.
- Built Level 1 from concept to fully playable experience, handling asset integration, level layout, lighting, and performance optimization to balance strong visuals with smooth gameplay.
- Worked closely with a 12-person team through regular design reviews, managing assets with Perforce and Git/GitHub to keep production organized and on track.
- Developed the project from early prototype to a polished commercial release by adapting systems based on feedback and solving cross-disciplinary technical issues.

**Pop N'Tops, Web Designer and Developer (Contract), Remote** January 2026

- Launched a fully customized multi-page website using WordPress, extending core functionality with custom HTML/CSS to create a responsive, brand-driven digital presence for a small popcorn catering business.
- Set up and configured a fully functional e-commerce store, allowing customers to browse products, place orders, and complete secure checkouts—helping the business expand its reach and simplify sales.
- Used UX/UI design principles to create a site that's easy to navigate and visually engaging, balancing functionality with a polished look to make the customer experience smooth and enjoyable.

## ADDITIONAL WORK EXPERIENCE

**Walt Disney World Resort, Merchandise Sales Cast Member, Orlando, FL** June 2022 – Present

*Relief Coordinator (October 2025–Present)*

- Support daily operations for 40+ Cast Members as a Relief Coordinator, resolving real-time challenges and maintaining efficiency in a high-volume themed entertainment environment.

*Department Trainer (August 2023 – Present)*

- Train and mentor new team members across multiple operational roles, creating structured onboarding experiences that improve confidence, consistency, and overall team performance.

*Merchandise Cashier (June 2022 – Present)*

- Recognized with 100+ guest compliments and awarded the Quarterly Award (Oct 2025) for consistently delivering exceptional service.

**Best Buy, Geek Squad Technician, Denver, CO** May 2021– June 2022

- Provided hands-on technical support for 20+ customers daily across PC and Mac environments, including custom PC builds, data transfers, OS troubleshooting, malware removal, and hardware repair—using strong problem-solving skills to diagnose issues.
- Diagnosed issues efficiently and explained solutions in clear, approachable language, building trust with customers while maintaining high service standards in a fast-paced environment.

## EDUCATION

**Southern New Hampshire University, Hooksett, NH**

Expected Graduation July 2026

*BA in Game Art and Development*

GPA: 4.0

**The University of Tampa, Tampa, FL**

May 2021

*BFA in Animation, Minor in Interactive Media, Minor in Digital Art*

*Awards: Best 3D Animated Short (2021), Featured Game (Ferman Art Gallery 2021), Magna Cum Laude*

## SKILLS AND SOFTWARE

- Autodesk Maya
- 3ds Max
- Substance Painter
- Mudbox
- 3D Animation
- Houdini
- Unity
- Unreal Engine 5
- Blueprint scripting
- Adobe Creative Suite
- Photoshop
- Illustrator
- InDesign
- Animate
- Dreamweaver
- HTML
- CSS
- JavaScript
- WordPress
- Web Design
- UX/UI
- Graphic Design
- Typography
- VFX
- Niagara
- Communication
- Problem-Solving
- Team Collaboration