

Experience

Mainframe Studios March 2024 - Present

CG Senior Modeling - Unicorn Academy

- Modeling Characters, Environments, Hard Surfaces, & Props for "Unicorn Academy"
- Create BlendShapes for Characters.
- Collaborates with designers, riggers, surfacing artists, animators, and technical directors to facilitate optimal shot production while adhering to the schedule and quota fulfillment.
- Collaborates with the rigging team to set up articulation points for animation.

Mainframe Studios November 2022 - March 2024

CG Asset Supervisor - CocoMelon

- Overseeing modeling and texturing for all assets on "Coco Melon."
- Working closely with the Art director, and CG Supervisor to ensure the show's artistic vision.
- Led in-house Artistic Staff.
- Growing and mentoring the in-house team of artists and department leads.

Relish Studios January 2022- November 2022

CG Modeling & Texture Supervisor – Mia & Codie, Barbie, and Polly Poguet

- Supervise Modeling & Textures of Environments, Hard-surfaces, Props, and Characters.
- Resolve design problems with the creative team.
- Help to improve the pipeline of the studio.

Nickelodeon Animation Studio May 2021 – January 2022

Lead Environment Artist - Santiago of the Seas

- Model environments, hard surfaces and props.
- Resolve design problems with creative supervisors.
- Review in-house and overseas assets.
- Rig the environment and props.
- UV map environments, props and hard surfaces.

Shadow Machine - September 2021 - October 2021

CG Environment Artist (Freelance)

- Model environments, Hard-Surface for "Strange Planet"
- UV Environments & Hard-Surface

Nickelodeon Animation Studio February 2021 – May 2021

Lead Environment Artist - Big Nate

- Model environments, hard surfaces, and props.
- Resolve design problems with creative supervisors.
- Review in-house and overseas assets.
- Rig the environment and props.
- UV map environments, props, and hard surfaces.

Nickelodeon Animation Studio September 2020 – February 2021

Lead Environment Artist - Santiago of the Seas

- Model environments, hard surfaces, and props.
- Resolve design problems with creative supervisors.
- Review in-house and overseas assets.
- Rig the environment and props.
- UV map environments, props, and hard surfaces.

Neko Productions July 2020 - October 2020

CG Environment Artist (Freelance)

- Model environments for “Untitled Project”.
- UV map environments.
- Create & bake displacement maps.

Nickelodeon Animation Studio July 2018 – December 2019

Lead Environment Artist - Santiago of the Seas

- Model environments, hard surfaces, and props.
- Resolve design problems with creative supervisors.
- Review in-house and overseas assets.
- Rig the environment and props.
- UV map environments, props, and hard surfaces.

Nickelodeon Animation Studio October 2017 - July 2018

CG Environment Artist - Wonder Park (T.V Series)

- Model environments, hard surfaces, and props.
- Rig all assets included in the environment and hard surfaces
- UV map environments, props, and hard surfaces.

Nickelodeon Animation Studio February 2017 - October 2018

CG Environment Artist – Lucky (T.V Movie)

- Model environments, hard surfaces, and props.
- Rig all assets included in the environment and hard surfaces
- UV map environments, props, and hard surfaces.

Nickelodeon Animation Studio September 2014 - February 2017

CG Environment Artist - Teenage Mutant Ninja Turtles

- Model environments, hard surfaces and props.
- Rig all assets included in the environment and hard surfaces
- UV map environments, props and hard surfaces.

Nickelodeon Animation Studio December 2015 - June 2016

CG Environment Artist – Albert (T.V Movie)

- Model environments, hard surfaces, and props.
- Rig all assets included in the environment and hard surfaces
- UV map environments, props, and hard surfaces.

Nickelodeon Animation Studio February 2014 - September 2014

CG Asset Finalizer - Teenage Mutant Ninja Turtles

- Conducted final checks and fixes to approve assets for animation.
- Create of low-resolution and proxy models for use in animation.
- I made model and UV adjustments during the modeling process, including modeling some props from scratch.
- Rig and create shaders for simple props.

Nickelodeon Animation - August 2016 - September 2016 (Freelance)

- Model environments for "Glitch Techs" (Animation Test for Developing)
- UV map environments.

CG Prop Modeler "Book Of Mojo" July 2015 - February 2016 (Freelance)

- Model props for "Book of Mojo"
- Rig all assets
- UV map the props.

Nickelodeon Animation Studio June 2012 – February 2014

Office Services Assistant.

- Manage office/building malfunctions and assemble employee workstations.
- Responsible for company shipments and inter-company pick-ups.
- Schedule meetings/special events and learned Schedule.

Internship at Nickelodeon Animation Studio. Burbank, CA Fall 2010

Office Services.

- Assured multiple departments were properly stocked and in charge of ordering new supplies as needed.
- Proper processing and delivery of mail and packages.
- Attended Nick University courses, including character design with Joel Fajnor.

Programs and Skills

Maya, Substance, Z-brush, and Adobe programs

Education

Gnomon School of Visual Effects, Games+Animation -Hard Surface Modeling -Texturing and Shading

Academy of Art University-San Francisco, CA MFA Animation + 3D Modeling - Fall 2008 – Sprint 2012

The Art Institute of Fort Lauderdale, FL Bachelor of Science Media Art and Animation –December 2007