

Directing, Rigging, Compositing and Animation

EDUCATION

BACHELOR OF FINE ARTS | ANIMATION 2019 School of Visual Arts (SVA) | New York, NY

SKILLS

2D Character Animation (Rough, Cleanup, Tie-Down, etc.), Puppet Animation, 2D Rigging, Compositing, Layout Design, Background Design, Storyboard, Visual Development.

SOFTWARE

ToonBoom Harmony, TVPaint, Adobe Photoshop, Adobe Animate (Flash), Adobe Character Animator, ToonBoom Storyboard Pro, Adobe Premiere Pro, Adobe After Effects, Adobe Creative Suite, Autodesk Maya.

EXPERIENCE

SERIES DIRECTOR, RIGGING ARTIST, ANIMATOR | CARTUNA August 2022 - May 2023 July - August 2022 December 2021

Series Director and Rigging Artsist for the "Monster High Musical: Sparks & Spells" webseries. Responsibilities involved providing notes to the storyboard and background artists, problem solving techniques on how to translate the boards to the final product, rigging all main characters for the episodes, creating effects and background templates to streamline the animation/compositing process, and directly oversee the animation and compositing artists/teams for each episode. Also assisted in animating/compositing shots for Episodes 1, 2, 4,7, and 8.

Toonboom Character Animator for "Louie Ray - Nobody Proud (feat. YN JAY)" music video, and "VH1 Love & Hip Hop: Picture This!".

DRAWN ANIMATOR | LATE NIGHT CARTOONS, INC.

March 2023 November - December 2022 December 2021 June - October 2021 August - November 2020 June - October 2020 November 2019 - March 2020

Drew and Animated Photoshop assetts (ranging from simple arm gestures to full body animation) to be used in Adobe Character Animator for Season Showtime series "Our Cartoon President", and animated specials on "The Late Show with Stephen Colbert".

ANIMATOR | BENTO BOX ENTERTAINMENT LLC. November 2020 - March 2021

ToonBoom Harmony Character Animator for the Apple TV+ show "Wolfboy and the Everything Factory" Season 1.

ANIMATOR | BROWN BAG FILMS March 2022 – April 2022

ToonBoom Harmony Character Animator for "Lu & the Bally Bunch"