

EDUCATION

Bachelor of Science in Visualization / Texas A&M University •
Fall 2022 – Expected Spring 2026

GPA: 3.7

Study Abroad Semester / Queensland University of Technology •
Spring 2025

SKILLS

- Unreal Engine 5
- Foundry Nuke
- SideFX Houdini
- Autodesk Maya
- Pixar Renderman
- Adobe Creative Suite
- Procreate

FEATURED WORK

VIZ FALL SHOW • FALL 2025

Well to Hell was selected to be a featured film in the Viz Fall Show 2025 screening.

VIZ-A-GOGO 32 • SPRING 2025

Spellbound was selected to be featured in Viza-A-GoGo 32. The full film was shown in the show's screening reel.

VIZ FALL SHOW • FALL 2024

Spellbound was selected to be a featured film in the Viz Fall Show 2023 screening.

SIGGRAPH FACULTY STUDENT SUBMITTED WORKS • SPRING 2024

Lockdown was selected to be featured in the SIGGRAPH Faculty Student Submitted Works. The full film was shown in the show's exhibit.

VIZ-A-GOGO 31 • SPRING 2024

Lockdown was selected to be featured in Viza-A-GoGo 31. The full film was shown in the show's screening reel.

VIZ FALL SHOW • FALL 2023

Scorched was selected to be a featured game in the Viz Fall Show 2023 screening. The game was also available to play on the exhibition floor.

VIZ-A-GOGO 30 • SPRING 2023

3D Diorama *Broken Castle* was selected to be displayed in the main exhibition as a sculptural work.

EXPERIENCE

WELL TO HELL – Short Film • Fall 2025

- **Lighting Co-Lead.** Collaborated with an additional lighting artist to create two master lighting set-ups for two sections of a stylized Mexican graveyard that both had different tones. Created shot lighting for each shot in the film.
- **VFX Lead.** Created 2D fireflies, 2D fog, and 2D candle flame VFX using Unreal Engine's Niagara to interact with the 3D environment.
- **Compositing Lead.** Color graded the film and added additional camera effects using Foundry Nuke
- **Rendering Lead.** Responsible for rendering the film out of Unreal Engine with multiple passes for compositing. Rendered the film multiple times for weekly meetings. Responsible for troubleshooting and solving any render errors and handled all rendering needs.
- **Modeling and Surfacing Artist.** Modeled and surfaced multiple hero assets in accordance with style guides, using Autodesk Maya and Adobe Substance Painter

GOBBLEFUNK – Mock Commercial • Spring 2025

- **Director.** Led a team of five to fulfill a creative vision for a 2D animatic, provided critique and suggestions to achieve a visual engaging and cohesive final product
- **Project Manager.** Held weekly meetings, created a production schedule and maintained a timeline for the entirety of production
- **Environment Lead.** Created variations of environment concept art and completed a primary illustration of the environment for the film. Provided layout sketches and color palettes
- **Colorist.** Created color palettes for the commercial, made sure all color palettes across assets were cohesive and matched the commercial's visual aesthetic, colored presentation boards to convey final product

SPELLBOUND – Short Film • Fall 2024

- **VFX Lead.** Created glow effect utilizing Nuke, created particle system for magical sparkles utilizing Unreal Engine's Niagara.
- **Compositing Lead.** Utilized Nuke to color correct, add VFX, and create camera effects
- **Art Lead.** Created Primary concept illustrations, character designs, and prop reference sheets. Handled all documentation of artwork and film progress.
- **Prop Surfacing Artist.** Surfaced 3-D models for the film utilizing Adobe Substance Painter
- **Prop 3-D Modeler.** Created 3-D models of props for the film.

LOCKDOWN – Short Film • Spring 2024

- **Lighting Lead.** Created a dimly lit interior with flashing sirens and overhead fluorescent lights using Unreal Engine's Lumen.
- **VFX Lead.** Created electrical spark effects for broken wires using Unreal Engine's Niagara
- **Compositing Lead.** Rendered film in Unreal Engine 5. Utilized Nuke to fix render errors and color grade the final film.
- **Environment/Prop Concept Artist.** Created primary illustrations and prop reference sheets.
- **Environment/Prop Surfacing Artist.** Utilized Adobe Substance Painter to surface all assets that had emissive textures and the environment walls.

SCORCHED – Video Game • Fall 2023

- **Project Manager.** Created a realistic production schedule, leading a team of five through each step of the pipeline to create a videogame in fifteen weeks.
- **VFX Lead.** Created stylized fire animations using SideFX Houdini. The process involved modeling flames and creating various simulations utilizing particle effects, as well creating ember, ash, and smoke for the atmosphere using particle simulations.
- **Lighting Lead.** Created a realistic wildfire atmosphere utilizing Unreal Engine's Lumen.