

Objective:

To learn from and be part of a creative environment that promotes teamwork, collaboration, and dedication in achieving the highest quality of work.

**Education:** 

School of Visual Arts, New York NY (May 2016):

Majored in Computer Art, Animation, and Visual Effects | Bachelor of Fine Arts

## Recent Experience:

• Senior Designer & Cel Animator at HOPR (April 2023 - Present):

Creating concept art, designs, and cel animations for various projects. Noteable clients include Google, Android, and Macy's.

- Freelance Illustrator & Designer at HOPR (February 2022 March 2023): Illustrating concept designs and style frames for Google Firebase, Tips + Updates, Android, and Macy's Holiday Windows.
- Freelance 2D Animator & Designer at Nickdelodeon (Sept. 2021 Feb. 2022): Created designs and cel animation for NFL Slimetime on Nick and compiled decks for design packages. Also designed for Nickelodeon Bullying Prevention Promo.
- Freelance 2D Animator at Nathan Love (November 2021):
  Toon Boom Harmony cel animation clean up for the Last Week Tonight with
  John Oliver The Void: Season 8 Finale.
- Freelance Designer at Hue & Cry (August 2021): Designed style frames for Stripe.
- Freelance 2D Animator & Designer for Run Kick Shout (May Aug. 2021):
  Worked remotely on style frames and designs for Zillow and cel animated for
  Magma Capital's commercial spot. I also illustrated set & character designs for Frontier
  Coomunications' commercial spots and created concept sketches for Rippling Paystub.

## Skills:

Cel Animation, Design, Visual Development, Illustration and Storyboarding

**Proficient Programs:** 

Adobe Photoshop, Ilustrator, Flash, Animate, TV Paint, and Toonboom Harmony

**Achievements:** 

- -Selected for Cannes Short Film Corner: For short film, Hanami. 2016
- **-Academic Honors Award:** Received for maintaining academic excellence throughout the four years attending SVA's BFA Computer Art, Animation, and Visual Effects program.

**-SVA's Dean's List**: Fall 2012 - Fall 2015