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## About

Passionate 3D artist with 3 years of experience in 3D modeling, rigging, and animation. Designed a character, Marian, and 3D modeled/sculpted, UVed/ textured, etc

## Skills

- ✓ Character Modeling
- ✓ Rigging
- ✓ Animation
- ✓ Texturing

● **Adobe:** Photoshop, Illustrator, InDesign, After Effects

● **3D Software:** (Revit, 3ds Max, Blender) Autodesk Maya (Advanced)

• UNITY, Unreal

● Texturing: Substance Painter

• ^/Sculpting with Mudbox, ZBrush (High-Detail Sculpting) Years of experience in:

● Media management / organization

● Online Advertising, Social Media, and Email marketing

• Content Marketing with Photo, Video, and Text

• Graphic Arts, Web Design, Website Content Curation

• Adobe CS (Photoshop, Illustrator, InDesign), Canva

• Wholesale Channel Development, Customer Acquisition Collaboration

Watch my student reel here

See in-depth resume for a full list of artistic accomplishments

## Education

● **Ursinus College | Bachelor of Arts in Studio Art + Spanish**  
| May 2015

Minor in Sociology. Yearbook editor, Visual Arts Editor of the Lantern, Publicity for Spanish Club + Gospel Choir, etc

● **Pixels and Polygons Professional Program in 3D Art and Animation** | 1080 Class Hours | Fall 2021 - Fall 2024

A 3-year curriculum designed to cultivate the skills necessary for a career in Game Art, Animation, Motion Graphics, and Visual Effects. The program emphasizes hands-on learning through lectures, practical exercises, and collaborative projects.

- Foundations for Digital Artists: Developed a solid grounding in digital art, software tools, project management, and online professional presence.
- Introduction to 3D Art: Gained proficiency in Autodesk Maya, covering 3D modeling, UV mapping, texturing, lighting, and rendering techniques.
- Introduction to Animation: Learned animation principles and character rigging, enhancing storytelling through body motion and acting.
- Intermediate + Advanced 3D Art: Expanded skills in environmental and architectural modeling, focusing on collaborative projects.
- Advanced Animation and Rigging: Mastered complex character rigs and dynamic simulations, capturing nuanced human actions for animation.
- Advanced Rendering and VFX: Created images and videos using the Arnold render engine, mastering compositing and visual effects.
- Game Engines: Acquired skills in optimizing art and animation for real-time game engines, focusing on low-poly asset creation and animation cycles.
- Final Project and Portfolio: Synthesized learning into a specialized project, culminating in a professional portfolio tailored to industry standards.

## Relevant Work Experience

● **Freelance Designer** | Boston, MA | Jan. 2020 - Present

Created graphics, logo designs, websites, and illustrated books for clients such as Boston University / Creative Re/Frame, Center Square, Mount Auburn Hospital, Dockside Brewery, Harvard Medical School's Escuela Vargas Society, Food Truck Festivals of America, Food Trucks 2 Go, Food Truck Ventures, strEATs, Food Truck Adventures Vlog, Truck Tales podcast, strEATs for Schools, and Aigner/

● **Business Owner** | Block Party | Dec 2016 - April 2020

Conceived, planned, launched, and managed a wholesale high-end accessory business. Produced products, ran personalized email campaigns and built a distribution network of 95+ retail clients across the U.S.

- [Read about this and more work experience on my LinkedIn](#)

