

OBJECTIVE: Teach art to every child in a class despite a crisis. My goal is to help all children I have in a class to find their passion and education's importance to them.

SOFTWARE:

- Autodesk Maya
- Substance Painter
- Substance Designer
- ZBrush
- Sculpttris
- Blender
- Adobe Photoshop
- Unreal Engine 4
- VRoid Studio
- Adobe After Effects
- Adobe Illustrator
- Adobe Premier
- Ultimaker Cura
- Kisslicer
- Clip Studio Paint
- Marvelous Designer
- Google Slides

DESIGN SKILLS:

- 3D modeling
- PBR materials
- UV unwrapping
- Digital painting
- Photo textures
- 3D sculpting
- 3D printing
- Drawing
- Painting
- Color theory
- Game design
- UI
- Retopologing
- 3D animation
- Rigging
- Photography
- Videography
- Teaching
- Button making
- Laser cutting
- Vinyl cutting
- Wood working
- Electronics wiring
- Car repair

EDUCATION:

- BFA: Interactive Design and Game Development
- Deans List • Cum Laude • GPA: 3.61 • 2017
- Savannah College of Art and Design
- Region 10 CERTification program: in progress

WORK EXPERIENCE:

- CAMP Stores 2019-Current
 Store Associate/Crafts Lead
 • Ran craft activities and lead other associates as helpers, entertained children, received shipments, built displays, worked a cafe, and more
- Prince Of Peace Christian School 2019-Current
 Substitute Teacher
 • Supervise students, helping with assignments where possible
- Game Design After Hours 2019
 Teacher
 • Built an after school program that taught students at a middle school level how to program games in Unreal Engine 4
- Private Tutor 2015,'17
 • Privately taught the basics of art programs and ways to better abilities of tutees
- Freelance 3D Artist 2017
 • Worked with client on assigned 3D projects
- Michaels 2014,'18-'19,Current
 Sales associate
 • Ran classes and birthdays, adjusted projects to children's interests
 • Worked framing as well as cutting mattes
 • Supported stores, shelving, helped customers, checkout, and more
 • Some COVID-19 responsibilities
- ID Tech 2019
 Lead Instructor
 • In addition to instructor duties, mentored other instructors, distributed medications, and often ran the entire camp's functions when in absence of a director or assistant director
- Instructor 2015,'16,'18
 • Taught advanced programming logic and math to young children and 3D printing and game design in UE4 with Fortnite, Valve's Hammer Editor, and Guts Engine to teens

VOLUNTEER:

- Dallas Makerspace Emerging Tech committee 2019
 • Publicity attempt for a developing committee working on a free sculpt
- SCAD Serve 2015
 • Helped kids to make superhero masks reflecting their true inner hero