

- OBJECTIVE:** Digital Artist
- SKILLS:**
- *Strong foundation in traditional art.
 - *Extremely fluent in Graphic Art applications, including Adobe Photoshop.
 - *Ability to self-teach, and learn quickly.
 - *Use of advanced art applications, like Autodesk's Maya.
- PROGRAMS:**
- *Maya - Modeling, Animating, Texturing, Basic Rigging, Basic Dynamics, Basic Rendering.
 - *Zbrush - Modeling, Texturing.
 - *Photoshop - Graphic Arts, Animation, Basic web site design.
 - *Flash - Animation
 - *After Effects, Premier, Combustion - Video editing.
 - *Sound Forge - Sound editing
 - *Dreamweaver - Basic web site design
- EDUCATION:**
- Bachelor of Fine Arts in 3D Animation, 20 Master of Arts credits (3D Animation)
Savannah College of Art and Design
GPA: 3.0 (BFA) 3.5 (MA)
- Foundations
Northwestern Michigan Community College
GPA: 3.8
- RELATED WORK:**
- (2014) 2D Animation for The Quotient Group
*A short commercial for the airport marketing firm.
- (2013) 3D Animation for official 2013 Cherry Festival app by Yo2mo
* Shown live and realtime at their booth during the Cherry Festival.
- (2011) 3D Animation for unreleased local movie: "Dogman: The legend of the Deep North"
*Built the main character for use in the visual effects.
- (2010) 3D Animation for Turtle Creek Casino and Hotel, Traverse City, Michigan
*Created two different projects for them. One was shown during New Years Eve.
- (2001) Locally aired commercial for Streeters bar and restaurant, Traverse City, Michigan
- REFERENCES:**

