



### EDUCATION

#### Savannah College of Art & Design

(Sept 2017 - May 2020)  
B.F.A. in Animation  
Overall GPA 3.7

### ACHIEVEMENTS

#### SCAD Academic Honors Scholarship

(Sept. 2017-Present)

#### SCAD Dean's List

(Sept 2017-Present)

### SKILLS

Rigging  
Scripting  
Troubleshooting  
Pipeline Management  
Facial Motion Capture

### SOFTWARE

#### Specialized

Autodesk Maya  
Unreal Engine 4  
DinamiXYZ  
Arnold Renderer  
Python, Pymel, PyQt,  
Maya API, MEL

#### Operating System

Linux  
Windows  
iOS

### RELEVANT COURSES

Gnomon Workshop - Creature Rigging  
Scripting for Animation  
Advanced Biped Character Setup  
John Sobel's Facial Rigging

### COLLABORATIONS

#### *Under Your Skin* (SCAD Animation Film)

##### **Technical Director and Pipeline Management**

Crafted a streamline pipeline with proper file structure and an efficient workflow to transfer all animations from Maya to Unreal Engine

#### *Juanion* (Short film)

##### **Producer, Rigger, and Technical Director**

Rigged all character and props,  
troubleshoot any problems the team faces  
and manage the team

#### *Olé* (Short film)

Rigged the Mechanical Bull character

#### *John's Interview* (Short film)

Rigged the Tall Boss character

#### *SDGM collaborative class with The Mill*

Production simulated class supervised by professor and mentors from The Mill. Rigged Ferrari car.

#### *SCAD Rigging Union* (Club)

##### **Officer/ICC Liason**

Organized and conducted all meetings and paperwork in relation to the ICC Council.  
Created lectures about certain rigging topics and troubleshooting any rigs provided to the club

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