



PROFESSIONAL SUMMARY

A multi-faceted, detail-oriented, and dynamic 3D Designer and Animator with a background of success in devising and implementing 3D models and interactive multimedia courseware, alongside automating processes to drive overall project efficiency. Growth-focused thought leader equipped with Blender, Adobe Creative Suite, Substance Painter, and 3DS Max skills, alongside UV mapping and character animation for innovative, high quality creative projects that meet client requirements and surpass expectations.

CORE COMPETENCIES

- 3DS Max
- Blender
- Hard Surface Modeling
- Low-Poly & Character Modeling
- Substance Painter
- Project Process Optimization
- Rigging
- UV Mapping
- Unity

PROFESSIONAL EXPERIENCE

CARLEY CORPORATION, REMOTE, JANUARY 2022 TO PRESENT

GRAPHIC ARTIST (Contract)

- Collaborate with Programmers and Instructional Designers for creating and implementing interactive multimedia courseware.
- Pioneer and execute an automated process that formats images in Photoshop to the required style guide specifications, enhancing the overall productivity levels of the team by 80%.
- Leverage Illustrator, Animate, and Photoshop software to build comprehensive and engaging educational content and programs for instructional use for the military.

A. HAROLD AND ASSOCIATES, JACKSONVILLE, FL, JUNE 2020 TO JANUARY 2022

HARD SURFACE MODELER

- Constructed and implemented crucial 3D training materials and resources for a key undisclosed government project.
- Coordinated with programmers, subject matter experts, and innovative artists to build and evaluate 3D models compatible in Unity software.
- Built extensive 3D models in 3DS Max to the specific requirements of clients and supervisors; aided team members to streamline and optimize 3D modeling practices, driving the consistent enhancement of asset development pipeline.
- Upheld Quality Assurance efforts throughout product testing phase, identifying and resolving asset-related issues and defects, maintaining high quality products.
- Collaborate with Programmers and Instructional Designers for creating and implementing interactive multimedia courseware.

GENIUS DESIGN LAB, LITTLE NECK, NY, OCTOBER 2017 TO APRIL 2019

LEAD INSTRUCTOR

- Conducted research and constructed comprehensive curriculum for both 2D and 3D animation, 3D printing, and graphic design; comprehended sophisticated technical info and conveyed it to students and colleagues in a simple, non-technical manner.
- Composed creative animated and originally written content for clients, including Barr Hill, Appleton Estate Rum, and Beefeater Pink Gin; reviewed brand training documentations to guarantee finished product is of high quality before it is received by publisher.

FIVERR, REMOTE, NOVEMBER 2016 TO DECEMBER 2019

FREELANCE ANIMATOR

- Deliver high quality and innovative animation projects with 30+ clients, executing projects within defined timelines and budget constraints.
- Interact and maintain strong relations with clients, providing exceptional service to garner positive reviews and notable reputation for meeting and surpassing client expectations.

EFFERENT MEDIA, LINDENHURST, NY, SEPTEMBER 2017 TO JANUARY 2018

GRAPHIC DESIGNER INTERN

- Crafted, produced, and posted trending social media videos to support and boost awareness of multiple marketing campaigns for clients like Century Billiards and Near Me Solutions.
- Supervised the total life cycle of production, including conducting research, composing storyboards, writing and editing scripts, and modeling animation.

DIGITAL MEDIA ACADEMY, NEW YORK, NY, JUNE 2016 TO AUGUST 2017

LEAD INSTRUCTOR

- Mentored and motivated animation and multimedia students studying Game Design via the Unreal Engine, fostering individual video game development.
- Leveraged blueprint coding as a key approach for students to become educated on programming and executing skillset into making and improving video game projects.
- Identified and reviewed every student's individual weakness and strength, and offering solutions and instructions to improve animation and media projects.

EDUCATION AND CREDENTIALS

BACHELOR OF SCIENCE (B.Sc.) IN PROFESSIONAL COMMUNICATIONS, 2019

Farmingdale State college, Farmingdale, NY

CERTIFICATE IN ADVANCED STUDIES IN CHARACTER ANIMATION, 2015

Animation Mentor, Emeryville, CA