

EXPERIENCE

Glitch Productions - Unreal Engine Generalist

July 2025 - Present

- Fixed rendering mistakes related to noise, Materials, Animation tweaks, and Lighting in sequencer for episodes 6, 7, and 8 of The Amazing Digital Circus.
- Lighting, FX with blueprints, Material parameter adjustments, and Fixed rendering mistakes in sequencer for Murder Drones Music Video.
- Scene assembly and Lighting for NDA project.

Psyop - Freelance Unreal Engine Generalist

April 2024 - July 2025

- Creating Master Materials for Props, Lookdev, and Lighting using Light Functions for Supercell Brawlstars booth in SDCC 2025.
- Lookdev, Lighting, and Environment tweaks for stylized cel shaded animation for Supercell Squadbusters.
- Addressed Environment notes from director feedback using Unreal's modeling tools, tweaked materials in sequencer for Lookdev, and finalized Lighting for a commercial pamphlet for Walmart Toys mascot, Lil' Roy.

RLMG - Freelance Unreal Engine Generalist

April 2025 - Present

- Scene assembly, Prop replacement, animation tweaks, four seasons of Weather and Lighting, Compositing, and Rendering for three 9 minute shows of photorealistic animated fauna and indigenous humans while maintaining seamless transitions between seasons.

Biohazard VFX - Freelance Compositor

Feb 2025

- Composited bullet shots and squib elements using Nuke for live action 'The Wait is Over' by RAY LIVE on YT.

WOE Studios - Freelance Unreal Engine Generalist

Jan 2025 - Feb 2025

- Modeling, Lookdev, and Lighting of three environments for two live action shots of an NDA commercial.

The Frameyard - Freelance Lighting Artist

June 2024

- Key Lighting for 9 shots using Maya/Arnold for Game of Thrones Legends trailer while maintaining photorealism.

EDUCATION

School of Visual Arts

BFA Computer Art, Animation, and VFX

SKILLS

Modeling: Maya, Zbrush, Speedtree
Sketchup

Texturing: Substance Painter

Renderer: Unreal Engine 5, Arnold, Toolbag

Unreal Engine 5: Materials, Blueprints,
Niagara FX, Foliage and Sculpting

Compositing: Nuke, After Effects

Rigging: Advanced Skeleton

Visual Development: Photoshop,
Sketchbook, Krita

Other: Shotgun, Perforce Revision Control,
Adobe Suite, Google Suite

MENTORSHIPS

- Compositing Mentorship - 2023

with Mikael Russ (On Set/Compositing Sup.)

- WIA Professional Mentorship - 2023

with Sonali Dutta (Image Engine - Sr. LookDev)

- MARS Zbrush Sculpting Mentorship - 2020

with Suhang Yao (Supercell LevelUp Program
game artist)

AWARDS

- New York Animation Film Awards Finalist 2024
- Brooklyn SciFi Film Festival Official Selection 2024
- The ASIFA-East Animation Festival Official Selection 2024
- The Rookies 2023 Draft Selection
- Film of Distinction 2023 - BFA Computer Art
- SVA High Term Honors
- SVA SHR Merit Full Scholarship