

## Composer and 3D Artist

Tech-savvy and solution-oriented professional with hands-on experience in 2D and 3D compositing, as well as managing animation projects and creating graphics, visual effects, animations, and videos by using both 2D and 3D techniques.

## Qualifications Summary

- Proficient in compositing, lighting, and troubleshooting shots for TV and animated films; and interpreting color keys.
- Skilled at integrating 2D and 3D elements into plate photography, creating stylized and photo-real scenes.
- Experienced at color-matching with technical accuracy, managing motion capture, 3D painting, and sculpting.
- Well-versed in executing VFX tasks, including particles, modeling, lighting, animation, look development, and texturing.
- Proven record of collaborating with artists, understanding project requirements, and conceptualizing creative ideas.
- Out-of-the-box thinker and creative problem-solver with exceptional interpersonal, leadership, and analytical skills.

## Areas of Expertise

- Compositing
- VFX Tasks Management
- Team Leadership & Training
- 3D Animation
- Texturing & UV Mapping
- Project Management
- Scripting/Pipeline Optimizing
- Troubleshooting
- Look Development

## Technical Skills

Fusion, Nuke, After Effects, Blender, Maya, Substance Painter/Designer, Resolve, 3D Printing, 3D Capture, 3D Sculpting, VFX Supervision, Simulations, Particle Effects, Premier, Photoshop, Camera Tracking, Houdini, Generative AI.

## Career Experience

**Composer at Floyd County Productions, Atlanta, GA** **2023 - 2024**

Composited for an animated TV Show on Hulu. Built scripts, macros, and tools for team use to enhance proficiency.

- Integrated 2D, 3D, video, and particle elements into shots.
- Developed Color, Lighting, composition, and VFX for scenes, including complex scene transitions.

**Lead 3D Animator at ECG Productions, Atlanta, GA** **2016 - 2023**

Promoted to Lead 3D Animator. Supported and trained team members in animation/VFX. Developed pipelines.

- Facilitated numerous clients by creating 2D, 3D, and VFX videos using compositing and animation techniques.
- Planned and managed complex 2D and 3D animation projects from inception to completion within time and budget.

## Highlight Project

**Hit Monkey, Season 2 - Marvel/Hulu**

- Worked on all 10 episodes as a compositor, establishing lighting, building compositions, and troubleshooting.
- Incorporated technical and artistic skills to take on challenging shots to improve overall team efficiency.

## Awards & Recognitions

**Bestowed with silver and gold awards at 42nd Annual Telly Awards. Winner at the LAFA Awards. Finalist at the Cannes World Film Festival in 2021. (*Generation Ocean: Sharks*)**

**Won Best Documentary at the Julien Dubuque International Film Festival in 2022. (*Against All Odds – Surviving the Holocaust*)**

**Additional Experience:** Photoshop Imaging Technician at National Geographic Society

**Volunteer Experience:** Vice Chair ACM SIGGRAPH Student Chapter | SIGGRAPH 2013/2015 Student Volunteer

## Education & Credentials

**B.F.A.: Animation, Minor: Technical Direction, Graduated Magna Cum Laude at Savannah College of Art and Design, Atlanta, GA**

**B.A.: Art Studio; Digital Art, Graduated Cum Laude at George Mason University, Fairfax, VA**