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## Software Skills

Animate (Flash)	Illustrator	Toon Boom Harmony
After Effects	Premiere Pro	Toon Boom Storyboard Pro
Photoshop	Audition	Clip Studio Paint EX

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## Technical Skills

Hand Drawn 2d Animation	Character Layout	Compositing
2d Puppet Animation	Animation Assistance	Animatic Editing
Production Management	Motion Graphics	

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## Professional Experience

### Associate Producer, "The Pope's Dog" (Animated Short) | SCAD Animation Studios | March 2021 - Present | Remote

- Managing day to day operations of 70+ member animation crew creating a Klaus-style 2d animated short film.
- Communicate with Artists and Supervisors across all aspects of the production to ensure work flows efficiently.

### Animation Assistant | Augenblick Studios | Apr. to Jul. 2021 | Remote

- Animation assistant working on lipsync, traditional animation clean-up, character layout, and background clean-up on Teenage Euthanasia and a yet-to-be-announced TV pilot.
- Assisting with hand-drawn and puppet 2d animation using Adobe Animate.

### Assistant Professor, Animation | St. Louis Community College | Jan. 2012 to Present | Ferguson, MO

- Head of the Graphic Communications degree program and acting head of the Photography degree program.
- Teach intro and advanced courses in animation and digital art using Adobe and Toon Boom products.
- Mentored students in successful film projects, acting as primary interface between professional clients & students.
- Troubleshoot animation software and provide detailed instructions to IT department for implementation.

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## Highlighted Projects

### PlotQuest (web series) | Producer, Animator | Popcorn Sundae Animation | 2020

- Awarded Fellowship from the Regional Arts Commission of St. Louis to develop an interactive animated series.
- Project featured in the Regional Arts Commission's ARTrepreneures Exhibition

### Rock Star (music video) | Animation Director | 2018

- Design, animate, and composite 2d animated characters into live-action footage to create a "Who Framed Roger Rabbit" effect.

### Freddy FazBear's Pizzeria Simulator (video game) | Intro and Ending Illustrations | Scottgames | 2017

- Designed and executed illustrations in two unique styles for the intro and ending sequences.

### Five Nights at Freddy's: Sister Location (video game) | Animator | Scottgames | 2016

- Produced over 3.5 minutes of traditional character animation, from concept art to final lip-sync and color, in 15 days for "The Immortal and the Restless" interstitials.

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## Education

**Master of Fine Art, Animation degree candidate | Savannah College of Art and Design**  
eLearning | Anticipated graduation: Spring 2023 | GPA 4.0

**Bachelor of Art, Film & Video (Animation) | Columbia College Chicago**  
Chicago, IL | Graduated with Honors | GPA 3.8