

## About me

I chose to pursue technical animation because it combines my love of computations with the artistic love of creating an experience for others. As an artist, I love the puzzle of rigging, and I want my rigs to be the best. As a 3d animator, I know that using a well-thought-out rig can make all the difference, and as a programmer, I know the importance of organization. My hobbies include Camping, puzzles, running, reading Sci-fi, going to the zoo, and caring for our 8 pets!

## Education

BFA Game Art received at RMCAD from June 2020 to October 2023 Graduated with high honors.

This program included all aspects of the 3D pipeline, as well as foundations in visual arts, and a basis in the liberal arts.

## Skills

Maya 2024	Python	Unreal Engine 5	Anim Graph	PBR Pipeline
Rigging	IK FK	Coordinating artists	Blend Spaces	Substance painter
Animating	Organization	and engineers	State Machines	Photoshop
Retopology	Node Editor	USF Shaders	File Organization	Zbrush
Modeling	Matrix math	Blueprint	Montages	Sculpting
Laying UVs	SpaceSwaping	Anim Blueprint	Niagara	Painting

## Shipped Projects

Beaver simulator - 10 day game jam "Unusual Otters"

I worked with an engineer and 3D sculptor to create a game with all original assets. I used skills in 3D sculpting, advanced skeleton, quad drawing, USF creation, and managing the PBR pipeline.

Dunce Cap puzzles - 2-month project in unreal engine 4

This puzzle game consists of 28 levels in a stylized world. I primarily used skills in blueprinting, level design, and game design. Secondary skills in USF shaders, Maya geometry, and Niagara. Intercontinental Ballistic Fishing (ICBF) – 2 week jam "fishing jam"

I worked with an engineer and a 3D modeler to create a game with a variety of upgrades and fish to catch, I used skills of quickly rigging and skinning 3<sup>rd</sup> party models, blueprinting, widget design, and implementing art into blueprints.







