

WORK EXPERIENCE

ADJUNCT LECTURER (DIGITAL PAINTING)

Penn State University

January 2022 – May 2022

- Instructor for 15 week semester virtual digital painting course DART302 at Penn State University School of Visual Arts
- Created course syllabus, created course curriculum divided into 7 modules totaling 4 assignments, 3 projects, 1 final project, 1 virtual office hour a week.
- Assembled teaching materials: demo files, slideshows, Zoom recordings, and teaching resources including tutorial links and scanned excerpts from books.
- Scheduled Industry Guest presentation meet and greet + portfolio/resume review

CONTRACT PRODUCT DESIGNER

Imprint Creations o/a Juniper

September 2021 – Current

- Created product concepts and manufacturing blueprints for major social media influencer brands with millions of subscribers such as Mark Rober (20.5M), Sligo (10.5M), VerbalAse (4.3M), MeganPlays (3.5M), CG5 (2.94M), SixenTV (92K)
- 3D product prototyping for partner pitches to Apex Legends and Art Blocks

VR CONTENT ARTIST

Pulseworks LLC

October 2018 – Current

- Designed and implemented UI elements and functionality for VR projects created in Unreal Engine 4.
- Level design and general layout. Concept art and storyboarding for the *Cosmos Coaster* and *Apollo & Beyond* VR experiences.
- Involved in previsualization to production (concept art, storyboarding, 3d modeling, texturing, rigging, lighting, Unreal Engine asset implementation, map and level layout, sequencer cinematography, blue printing, widget and UI implementation)
- Collaborated with Georgia Aquarium to design the Virtual Reality simulator space.
- Graphic Design and Video Artist for the Pulseworks marketing team.

EXECUTIVE PRODUCER

Slothique LLC

October 2018 – Current

- Art Lead for Background and Props. 2D Animation Compositor for the *MINE* animated pilot in collaboration with Rise Homes and the Ford Foundation that debuted at Tribeca.
- Implementation of 3D and real-time rendering processes for production. 3d modeling, texturing, rigging, animation

using a combination of Maya/Zbrush, Substance Painter, Mixamo/iClone, and Unreal Engine 4.

- Illustrator and Storyboard Artist for *Six Degrees* with Mike Rowe.
- Music video background illustrator for music artist Cara O'Neal.
- Graphic Designer for Hall Mark movies such as the *Great Christmas Switch* (2021).
- General Management, Talent Acquisition/Retainment, Invoicing, Payroll, Accounting, Forecasting, Capital Budgeting, Collection, Registration and Tax Compliance

GRAPHIC ARTIST

CoolMiniOrNot Inc.

October 2013 – September 2018

- Character turn around and environment concept, game packaging, layout, and graphics work (137+ box package design) for the Dark Age miniatures game.
- Character/ Prop/ Environment Concept and polished render artwork, mobile UI for Xenoshyft game franchise.
- Designed brand digital marketing material, product sheet, and animated animation web banners
- Created Layouts for Wrath of Kings and Dark Age table top game rule-books and package design.
- Created the UI elements and graphic design for the Xenoshyft Mobile App game.
- On-site photo retouching (100+ images in 20 hours) for Crystal Brush miniature competition at Adeption

CONCEPT ARTIST

TRICK 3D

January 2018

- Freelance concept artist with quick turnaround for polished pre-visualization concept art for unannounced client VR experience project.

LEAD ILLUSTRATOR

Nimble Giant LLC

June 2017 - July 2017

- Created illustrations, and prepared the files for animation used in the 2018 Little Mermaid feature film that will be released on August 17, 2018.

CONCEPT ARTIST

Persistence of Vision Pre-Vis

<http://persistenceofvision.com/>

June 2011 – August 2011 (3 months)

- Freelance concept artist/ illustrator tasked with creating stylized previs storyboards for Real time animated TV series Zafari distributed by NBC/ Dreamworks 2018.

VOLUNTEER EXPERIENCES

BUSINESS DIRECTOR

ASIFA-South

March 2019 - Current

EDUCATION COORDINATOR

ASIFA-South

April 2019 – March 2019

CAF COMMITTEE

ACM SIGGRAPH

July 2017 - August 2017

- Invited to be part of the Computer Animation Festival Committee involved with reviewing animated shorts featured at the 2017 SIGGRAPH conference attended by over 7000 industry professionals from studios such as Polygon Pictures, Pixar, and SquareEnix.

SIEGECON PORTFOLIO REVIEWER

Georgia Game Developers Association

October 2017

EDUCATION

OHIO UNIVERSITY

OMBA Entrepreneurship/Entrepreneurial Studies

2019 – 2021

SAVANNAH COLLEGE OF ART AND DESIGN

BFA, Animation, Sequential Art

2007 – 2012

CGMA MASTER ACADEMY

Vocational, Foundation and Design Program

Certificate in Sketching I, Intro to

Perspective,

and Anatomy I

2014

LANGUAGE

English, Mandarin Chinese

SKILLS

2D

Concept Art, Illustration, Storyboarding, Graphic Design, Comic Book/Graphic Novel Production, Mobile App UI, Product Design

3D

Animation, Modeling/Texturing, Lighting, Product Visualization, Level Design, Cinematography

SOFTWARE

Photoshop, Illustrator, InDesign, After Effects, Maya, 3ds Max, Motion Builder, iClone, Substance Painter, Unreal Engine 4, Zbrush, Blender, Font Lab, iClone Pro, MS Word, Excel, Powerpoint, Canva, Storyboard Pro, Wordpress, Wix, Squarespace