



CONTACT

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PROFILE

I am a Philadelphia-based 3D generalist artist with a focus on video games. Some key programs I utilize are Maya, Zbrush, Unreal engine, and various Adobe software. I aim to evoke a sense of curiosity in the viewer of my artwork, just as I felt as a child when experiencing storytelling through art.

EDUCATION

Bachelor of Arts | Gnomon School of Visual Effects, Games, and Animation

Los Angeles, California | June 2025

- Field of Study: Digital Production with a focus on Games

SUMMARY OF SKILLS

2D to 3D:

I have experience translating pieces of concept art, from others and self-made, into 3D environments, props, and characters.

Games Pipeline:

I have knowledge and experience of the multiple parts of the 3D game pipeline, including some concept work, static and deforming asset creation, texturing, baking, rigging, animation, real-time VFX, and implementation into a real-time engine like Unreal Engine.

Constructive Feedback:

I am practiced with the process of receiving constructive criticism and implementing feedback to improve my artwork and reach a shared vision.

SKILLS & COMPETENCY

Digital:

- Maya
- Zbrush
- Unreal Engine
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Marmoset Toolbag
- Gaea
- SpeedTree
- Krita

Artistic:

- Color Theory
- Composition
- Anatomy

Soft:

- Organization
- Communication
- Disciplined
- Detail-oriented

PROFESSIONAL EXPERIENCE

HR Assistant

Comfort Keepers, Robbinsville, New Jersey | Summer 2024

- Conducted reference checks for incoming caregivers
- Designed promotional material for office location
- Organized paperwork

Freelance 2D Concept Artist

Client via ArtStation, Los Angeles, California | January 2022 to March 2022

- Designed 2D concept artwork for client with prompt