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### **Creative Experience Highlights:**

#### *Project 046 (Capstone project)*

April 2021-May 2022

- ♦ Writer, 3D modeler, animator, artist, producer, generalist
- ♦ First person psychological horror game where the player must uncover/explore the abandoned lab they worked at

#### *Alex McDowell's Planet Junk*

January 2021-May 2021

- ♦ A world-wide collaborative worldbuilding project to create a distant future inhabited by people surviving on the ruins of civilization
- ♦ Collaborated with peers across UNL campus to create a holistic, and detailed speculative future centered around Lincoln, NE
- ♦ Created a short story/animatic for a potential TV series set in the world of Planet Junk

### **Work Experience:**

#### *VFX Artist at LolaVFX*

July 2022-August 2024

Summer 2020 (canceled due to COVID-19)

- ♦ Involved from pre through post production to create commercials/promotional material

#### *Library Assistant at the University of Nebraska-Lincoln*

August 2018-May 2022

- ♦ Created short videos for UNL library branches
- ♦ Helped guide and train new employees during software and staff changes

#### *Server at Dairy Queen*

June 2014- August 2021

- ♦ Kept up with customer demand while keeping work area clean and well stocked
- ♦ Trained new employees
- ♦ Communicated with upset customers to reach a conclusion/de-escalate the situation

### **Film experience:**

- ♦ Art Assistant
- ♦ Cinematographer
- ♦ Director
- ♦ Editor
- ♦ Storyboard Artist
- ♦ UPM Producer
- ♦ Writer

### **Education:**

University of Nebraska-Lincoln  
May 2022

B.F.A. Emerging Media Arts

- ♦ 3.98 GPA

### **Skills/Software:**

- ♦ 3D animation
- ♦ 3D modeling
- ♦ Adobe Suite
- ♦ Avid Media Composer
- ♦ Basic rigging
- ♦ Blender
- ♦ Drawing/sketching
- ♦ Editing
- ♦ GitHub
- ♦ Google Suite
- ♦ HTML/CSS
- ♦ Maya
- ♦ Microsoft Office
- ♦ Mocha
- ♦ Toon Boom: Storyboard Pro
- ♦ Visual Effects
- ♦ Writing