

SUMMARY: 5 years experience in 3d digital animation & proficient knowledge of computer programming

EXPERIENCE

MOJO GAME STUDIO - ANIMATION INTERN

summer 2014 - present

Produced main character animations with 3Ds Max for first person role-playing game Aderyn's Cradle. Worked on a team of programmers and artists for game Kickstarter in Summer 2015.

PROFESSOR ASSISTANT - ANIMATION & 3D MODELER

fall 2013 - spring 2014

Collaborated on projects with Fine Arts professor Andrew Johnson involving film, animation, 3D modeling and visual design.

THE TARTAN - COMICS LAYOUT ARTIST & PHOTOGRAPHER

fall 2013 - present

Provide photos for various campus events. Responsible for managing and creating comics, puzzles and other art assets for Carnegie Mellon's student newspaper, The Tartan.

IVY EDUCATION - DESIGN INTERN

summer 2013

Designed logos and company website which assisted exchange students apply for colleges in the United States.

EDUCATION

Carnegie Mellon University
CLASS of 2016

Major: Fine Arts
Concentration in Animation

Notable Courses:
Experimental Animation

Fundamentals of Programming
and Computer Science

Principles of Imperative Computation

HONORS

1st place Game
Creation Society
2013-2014

TartanHacks Winner

Pennapps
Hackathon Winner

National Scholastic
Gold Key Winner

SKILLS

Maya
3ds Max
CAD
Blender
Rhino
Adobe Suite
Objective C
Python
HTML 5 & CSS
Open Processing
Photography
Calligraphy
Spanish/Chinese