

Education

University of Connecticut 2016 - 2019 Bachelor of Arts Digital Media and Design 3D Animation and Visualization

Skills

Cinema 4D, Maya, Houdini, Nuke
Substance Painter & Designer
Arnold, Deadline
Adobe Creative Cloud
Photoshop, Illustrator
After Effects, Premiere Pro
3D Animation, Motion Graphics
Simulations: Destruction
Hard surface modeling
Retopology, UVs, Texturing
Lighting, Rendering
Python, JavaScript
HTML, CSS, PHP, MySQL
GitHub, MySQL Workbench
Visual Studio Code

Windows, macOS HTC Vive, Oculus Rift MotionBuilder, OptiTrack Motive Fusion 360, SolidWorks Simplify3D, MakerBot Bash, C#, Automator FileZilla, Excel, Trello Fencing, Rowing Computer building and gaming

Travel

Los Angeles, Toronto Barcelona, United Kingdom South Ireland, Germany Netherlands, Malaysia, France

Contact

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Work Experience

One Look Sign Company - Connecticut

Graphic Designer, Sign Maker, Programmer, September 2019 - Present

- Streamline repetitive pipeline procedures with JavaScript development
- Secure clients' approval for sign artwork designed and proofed with Illustrate
- Print, cut, and mount vinvl to vehicles, machinery, coroplast, aluminum, wood, et
- · Maintain workplace efficiency manage incoming calls, schedule jobs with Trello

Houdini Destruction VFX Course - CG Master Academy

Houdini Student, January 2019 - March 2019

• Learned destruction workflow to produce and art direct efficient simulations

Trebel Music - Sponsored Silent Dance Event, UConn Student Agency - UConn

3D Animator, Agency Member, August 2018 - December 2018

- Animated and projected giant looping motion graphic (Cinema 4D, Arnold, Deadline) at event
- Increased user engagement of Trebel's mobile app in Connecticut by 13% according to analytics
- Client achieved a new successful social media marketing strategy and campaign after our agency team presented plans and materials best representative of the Trebel brand

UConn Football Social Media Team - UConn

2D & 3D Graphic Designer, April 2017 - January 2019

- Design of 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold)
- Increased workflow speed of graphic production more than 10-fold with the testing and development of an automatic process to batch create Photoshop graphics
- Ensured automatic batch graphic process to be accessible and sustainable for colleagues by documenting research and instruction content

UConn Computer Graphics Club - UConn

Club Member, September 2017 - May 2019

- Gained experience and understanding on how to professionally provide technical constructive critique of 2D/3D artwork to student colleagues and receive the same for personal artwork
- Collaborated in group sessions to learn Maya, Substance Painter, Arnold, Deadline, compositing

UConn Blue Line Hockey Social Media Team - UConn

Treasurer & Manager, November 2017 - May 2018

- Underwent treasurer training
- Managed financial records in Excel and writing off on transactions
- · Liaised with university's finance department for bookkeeping

ACM SIGGRAPH 2017 - Los Angeles, California

Student Volunteer, July 2017

- Facilitated presentation of exclusive Oculus Rift virtual reality experience previews to conference attendees
- General volunteer duties, directed attendees, communicated with managers

UConn Tasoglu Lab Intern - UConn

Graphic Designer, September 2017 - May 2018

• Designed 3D medical journal cover graphic - Modeling, shading, lighting, rendering in Cinema 4D

Camp Med-O-Lark - Maine

Camp Counselor Staff, June 2017 - July 2017

- Taught 3D printing, 2D animation, stop motion, virtual reality (HTC Vive) to youths
- General camp counselor duties, helped organize events, responsible for safety

ELHS Fencing, East Lyme - Connecticut

Head Fencing Captain, November 2014 - March 2015

- Lead and taught fencing to 60-member team
- Director and advisor to coordinate fencers at tournaments
- Competed in tournaments throughout New England
- Won 4th place in Eastern Connecticut Conference
- Best Foilist Award 2014 2015
- Coach's Award 2014, 2015