

Professional Summary

IT support specialist transitioning toward DevOps development, with a background in workflow automation, Linux and Windows administration, and CI/CD pipelines. Skilled at diagnosing and resolving technical issues, scripting in Python/Bash, and documenting solutions for end users. Experienced in cross-team collaboration, ticketing (Jira/Shotgrid), and process improvements that reduce errors and save time.

Core Skills

Infrastructure	Linux, Windows, macOS; user/device management; permissions; basic shell administration
Networking	Basic TCP/IP, VPN setup, file sharing, system permissions
Automation	Python, Bash; batch processing; error-reduction scripts
Tools	Git, Perforce, Jira, Confluence, remote assistance
Support	Troubleshooting H/W & S/W, clear documentation, empathetic communication

Professional Experience

- Mar–Apr 2025

Technical Artist (Contract), *Anuttacon via GoDemic*, Remote
 - Supported production teams by diagnosing and resolving technical issues across digital workflows
 - Created automation scripts (Python/Bash) to reduce repetitive tasks and improve processing speed
 - Incorporated user feedback to improve tool usability and reliability; wrote clear usage docs
- Nov 2024–Mar 2025

Technical Animator (Contract), *Hi-Rez Studios*, Alpharetta, GA
 - Provided technical support for asset integration, build reliability, and pipeline troubleshooting
 - Built Python and MaxScript utilities to automate setup processes
- Aug 2023–Oct 2024

Associate Rigging Artist, *Hi-Rez Studios*, Alpharetta, GA
 - Troubleshoot and resolved complex pipeline and compatibility issues across tools and platforms
 - Reduced processing time by **25%** via custom scripting and workflow optimization
 - Coordinated with multiple teams to meet deadlines under fast-changing requirements

Technical Projects & Achievements

- Process Automation & Error Reduction**, *Hi-Rez Studios*
 - Automated conversion pipelines, reducing manual work by **50%** and asset-related bugs by **25%**
 - Documented runbooks and failure modes; improved reproducibility and handoffs
- GUI Tooling for Repeatable Processes**, *Internal Development*
 - Designed GUI-driven tools that made complex workflows accessible to non-technical users

Education

- May 2023

BFA, Animation and Game Design, *Cleveland Institute of Art*, Cleveland, OH

Senior Project: Cinematic story driven game