Character Design / Animator / Illustrator

Skills Interpersonal

- -Team player with a strong work ethic.
- -In contrast, the ability to work alone.
- -I communicate clearly, and concisely and am organized
- -Ability to take criticism.

- Ability to collaborate with a team to meet deadlines.
- Manage priorities efficiently and in detail.
 - Diplomatic, punctual, reliable, and conscientious.
- Understand marketing goals.

Programs

Possesses a strong knowledge of computer fundamentals. I have worked with these digital software programs: Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Maya, Microsoft, Premiere Pro, Adobe Animate, Rough Animator, Toon Boom, TVPaint, Procreate Dreams, Audacity.

Projects

Grocery Panic October 2019

24-hour animation group film

Contributed to animation, character design, and color. Programs used Adobe Animate, Premiere Pro, and TV Paint.

Gum.

October 2020

24-hour animation group film

Contributed to animation, character design, color, and voice acting. Programs used Rough Animator, TV Paint, and Premiere Pro.

I Donut Love You January 2023

Concept Development, scriptwriting, storyboarding, hiring talented voice actors, 2D animation, color, editing, and compositing the short film, which highlights proficiency in 2D animation techniques, strong storytelling abilities, and attention to detail. Software used on film: Adobe After Effects, Adobe Photoshop, Adobe Premiere Pro, TV Paint, Audacity.

Boys Night Out January 2023 – Present

Production of film in the making. New characters, new adventures, concept, script, storyboards, voice actors, 2D animation.

T-Shirt Design June 2023 - Present

Create original character designs. Participate in St. Jude and create t-shirts for a fundraiser.

Graphic Design May 2024 - Present

Design Rock Band flyer for online presence, using Adobe PhotoShop.

Chili's Grill & Bar, Yorba Linda, CA

January 2021 – Present

Because every artist must work as a server, customer service assessments are conducted on each employee. This evaluation is performed regularly to ensure a high level of service and the satisfaction of patrons.

Education

Laguna College of Art + Design

August 2017 - December 2021

BFA in Animation. Dedicated to becoming a great storyteller while understanding the entire process of creating an animated film. Emphasis on traditional hand-drawn character animation designs. Collaborated on many projects with other students.

Orange County School of the Arts

September 2009 – June 2016

High School Diploma. In 2009, I was accepted to Orange County High School of the Arts. In seventh grade, I started my six-year tenure. Before graduating high school, I had taken more than 30 art classes, including drawing, painting, animation, digital media design, digital media world-building, graphic arts, acting, musical theatre, stage combat, improvisation, video production, photorealism, dance, ballet, production and design, play and playwrights, Shakespeare, theatre make-up, creative & screenwriting, vocal classes, and Taekwondo. It was a demanding art curriculum and challenging academic schedule; only 30% of the class of 2016 were students for six years.