

Animation graduate with a love of problem solving, seeking to obtain a position as a Character Rigger or Technical Director.

Professional Experience

Web Developer, Designer | Digital Corps August 2015 - May 2017

Designed and developed websites for the State of Indiana, the Ball State Career Center, and the Digital Corps. Designed user interfaces for students and administrators and educational games for fourth graders around the State of Indiana. Made extensive use of front-end web programming in addition to design responsibilities.

Lab Assistant | Visual Imaging and Animation Labs

September 2014 - August 2015

Tutored students in the animation program and opened, closed, and maintained a high-end computer lab.

Skills & Proficiencies

Python

Rigging in Autodesk Maya

Certified Associate in Adobe Photoshop

Character Animation

HTML/CSS

jQuery

Javascript

Git

lava

Education

Bachelor of Fine Arts in Animation Minor in Computer Science Ball State University

Graduated Cum Laude

GPA: 3.7

Other Team Experiences

Lead Rigger | *Gale*, short film *August 2016 - December 2016*

Rigged all characters and props for the film produced by 20 people. Helped animators and modelers version control assets in pipeline software and helped troubleshoot problems in animation and modeling. Composited over 30% of the film's shots.

Game Creator | Goshen College Global Game Jam

February 2015

Protoyped a complete and functional board game in 49 hours on a team of 5 people. Tested the game and led the development effort for the game's companion website.

Honors

Best of Frog Baby Film Festival, Gale

81st Student Art Show

Lilly Day of Service Design Competition

Dean's List 2013-2017

Outstanding Freshman Portfolio Scholarship

Presidential Scholarship

Volunteering

Junior Counselor | Herron School of Art Youth Summer Program

June 2011 - August 2011

June 2012 - August 2012

Worked alongside students and counselors to help students with art activities and teach about local Indianapolis artists. Worked one-on-one with kids and helped maintain a clean studio environment.