

Experience

Graphic design and package designer– Bad Martha’s farmer’s Brewery (APR2025 - Present)

- Concept and develop design/illustrations for Beer labels
- Created design designs used for merchandise and printing

Illustration and Sign Artist– Rat City Arts Festival (AUG2025)

- Developed design/illustrations for print usage for Arts festival
- Created illustrations that were formatted for 17x12 signs and converted illustrations for proper printing and exporting for use by Festival staff

Icarus Development – 3D Character Artist (Intern) (Sept 2024 – AUG2025)

- Developed high-poly 3D characters based on concept art for mobile game assets.
- Optimized low-poly character models for rigging and animation workflows.
- Created realistic textures and materials to enhance visual fidelity.
- Collaborated with directors, concept artists to maintain consistency with the game’s style

Freelance Illustrator/ graphic Designer (Sept 2020 – Present)

- Design, develop and produce Logos, and branding for Clients that are ready for website and print use
- Worked with clients to create Illustrations for Films, audio broadcasts, Events, and collections
- Coordinated multiple projects and clients at once, ensuring timely delivery of designs

SKILLS

- **3D Modeling & Sculpting:** Autodesk Maya, ZBrush, Blender
- **Texturing & Materials:** Substance Painter, Photoshop
- **Game Development:** Unreal Engine
- **Animation & Rigging:** Autodesk Maya, ToonBoom
- **Rendering & Production Tools:** ShotGrid, Premiere Pro
- **Illustration & Concept Art:** ProCreate, Adobe Creative Suite

EDUCATION

Bachelor of Fine Arts, Animation

Sept 2020- June 2024

Savannah College of Art and Design- Savannah GA

AWARDS & RECOGNITIONS

Winner: World of Warcraft 13th Student Art Contest – Character Art (March 2024)

- Designed, modeled, and textured a game-ready non-player character (NPC) adhering to Blizzard’s signature art style.

Portfolio & Contact

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