



Statement

Constantly seeking to understand various themes and topics, I enjoy exploring how to create and present them in different mediums to engage with the community. My skills and talents will be used in ways that progress the pipeline process in a reputable and professional manner. I am a 3D visualization specialist with 2+ years of experience!

Contact

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Education

Washington State University Vancouver
August 2019 - May 2021

- Bachelors of Arts in Digital Technology & Culture
- Minor in Fine Arts
- Certificate in Game Design

Software

After Effects
Illustrator
Lightroom
Photoshop
Maya
Unity
Unreal
Slack
Zoom
Microsoft Office

Character

Loyal
Problem Solver
Communicative
Inquisitive
Determined

Relevant Experience

3D/2D Asset Creator

The NEXT - Electronic Literature Organization Project
Jan 2021 - May 2021 <https://the-next.eliterature.org/>

A combination museum, library, and preservation space containing 9 collections of 680 total works of born digital literature owned or managed by the Electronic Literature Organization, an international arts organization.

- Logo animation for The Next using After Effects
- Modeling, rigging, and UV unwrapping a CD jewel case for observance using Maya.
- Creating Gif thumbnails for the art piece descriptions using After Effects and Photoshop.
- Modeling, UV unwrapping and texturing the Holeton Beach Ball using Maya.
- Designing and creating illustrated gifs for The Next space.

Sales Assistant

The Medcom Group
August 2019 - Current

They supply rehabilitation equipment, soft goods and training to patients, hospitals and facilities. They are known for their expertise in Continuous Passive Motion (CPM) therapy.

- Managing phone calls and scheduling appointments.
- Conduct over the phone sales.
- Drive extensively in a 50+ mile radius for pick ups.
- Clean and maintain machines in the warehouse.
- Be on call throughout the day.