



## Experience

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- Visual Effects Intern**, MPC (Moving Picture Company), Culver City, CA July 2019 – Present
- Modeled, textured, and shaded various assets for MPC Advertising's CG department
- Visual Effects Artist**, Robot Trash (short) April 2019
- Designed, modeled, and textured the small flying robot CG asset
  - Animated, lit, rendered, and composited the CG into live action footage
- Graphic Design Intern**, United Way of Monmouth and Ocean Counties, Farmingdale, NJ April 2017 – June 2017
- Designed booklets and brochures for the company's various events using InDesign
- Undergraduate Departmental Representative**, Brandeis University, Waltham, MA Sep 2014 – May 2016
- Advised both undergraduate and prospective students about careers as art majors; promoted vision and goals of Studio Art Department; described requirements of the major
  - Liaised between undergraduate studio majors and department faculty
  - Planned and publicized various fine arts events on campus
- Graphics Intern**, NK Architects, Morristown, NJ June – July 2015
- Created mockups using SketchUp and Photoshop for William Patterson University projects for graphics director
  - Translating the vision of the architects by matching the models to the blueprints

## Education

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- Gnomon School of VFX**, Hollywood, CA  
Certificate in Digital Production October 2017 - September 2019
- Brandeis University**, Waltham, MA  
Bachelor of the Arts, *magna cum laude*, in Art History and Studio Art (high honors) August 2012 - May 2016

## Software

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**3D** - Maya, ZBrush, Mudbox, Houdini, Marvelous Designer, SpeedTree, Unreal Engine 4, Agisoft Photoscan  
**Texturing** - Mari, Substance Painter, Substance Designer  
**Rendering** - V-Ray, Redshift, Keyshot, Marmoset Toolbag  
**Compositing** - Nuke, Photoshop, After Effects

## Credits

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Robot Trash (short) - 2019 - Visual Effects Artist