

Skills & Qualifications

Adobe Photoshop Autodesk Maya Storyboard Graphic Design Adobe Premiere Pro Autodesk Mudbox Illustration Visual Development Adobe After Effects Zbrush Concept Design Life Drawing Adobe Animate Nuke X Character Design Bilingual Microsoft Office Adobe Illustrator 2D&3D Animation

Creative Experience

Bix Pix – Stop Motion Studio

Oct. 2016 – April 2017

Special Effects Intern

Worked on Adobe After Effects to remove unnecessary objects from footage. Clean up and add effects to footage and fixed torn or damaged characters on After Effects.

"Puganator" - Animation Short

Oct. 2014 - Dec. 2014

Director/ Storyboard Artist

Planned and helped with the direction of the short. Created storyboards, mouth charts and developed the characters on Adobe Photoshop. Created 2D rigging of the characters for After Effects and edited scenes on Adobe Premiere Pro.

Work Experience

SMBCC Elementary School

Jun. 2012 - Dec. 2015

Teacher Assistant

Assisted teachers in classroom and supervised children during free time. Gained knowledge in teaching children and the things they enjoy.

Education

Art Institute of California – Hollywood Bachelors of Science in Media Arts & Animation Expected Graduation Date: June 16, 2017

Oct. 2013 – Jun. 2017

