



I am an environment artist who loves to create fantastical and fun worlds. My diverse background that includes film and photography has given me a keen eye as an artist. I am seeking for opportunities where I will be able to utilize my technical skills and unique perspective to my work. I look forward to hearing your valuable feedback to my qualifications and portfolio.

Educations

Gnomon School of VFX - Hollywood, CA (2016-2019)

Certificate in Entertainment Design, Games track

Biola University - La Mirada, CA (2010-2013)

B.A. in Cinema and Media Arts

Skills

3D Modeling: Maya, Zbrush, Speedtree for UE4

Lighting/rendering: V-Ray for Maya

Game Engine: UE4, UE5

Texturing: Substance Painter, Substance Designer

2D: Adobe Photoshop, Illustrator, Lightroom

Editing: Adobe Premiere, After Effects

Others: UVLayout, Bitmap2Material

Experiences

J.P. Connelly, 3D Artist (May 2020 - Feb 2022)

- Created 3D environment in UE4 for production design previsualization and video surface screen content (i.e. **The Voice**, **Call of Duty: Vanguard Multiplayer Reveal**, **The Globe**)
- Created optimized 3D environment in UE4 for virtual production (i.e. **Foodtastic**, **Dragging the Classics: The Brady Bunch**)
- Responsibilities included modeling in Maya and Zbrush; texturing in Substance Painter and Photoshop; lighting environment and animating camera moves in UE4

Entity FX, 3D Intern (Aug 2015 - Dec 2015)

- Modeled, textured, matchmoved 3D assets and created particle effects for shows such as **The Vampire Diaries**, **The Originals**, and **Containment**

ShutterPunch VFX, I/O Intern (March 2015 - June 2015)

- Input/output for shows such as **The Nightshift**, **Cleveland Abduction**, and **Allegiance**
- Pulled VFX shots, organized shots for artists, and delivered final shots for clients

SLR Lounge | Lin and Jirsa Photography (April 2014 - Dec 2014)

- Shot and edited video content such as tutorials, interviews, wedding documentaries and creative highlights