



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