

## Summary

Organized and detailed oriented with the ability to interact effectively with others, and work effectively in a team. Excellent communication and writing skills. Ability to meet all deadlines with efficiency. I am a quick learner, and pride myself in being professional at all times.

## Experience

### Chip & Chop – 3D Modeling Lead Texturing Lead

Aug 2021 - May 2022

Miami Dade College - (MAGIC) Miami Animation & Gaming International Complex • Miami, Florida

- In charge of assigning and overseeing all stages of the modeling process.
- Managed due dates for the team, and ensured high quality in short periods of time.
- Modeled and UV unwrapped a plethora of organic, technical, and architectural assets.
- Provided team members help with software when needed to achieve goals and a common aesthetics.
- Supervised all textures to ensure one cohesive art style.
- Textured a multitude of 3D assets.
- Created stylized shaders to be implemented by the team to create an indistinguishable texture stylization.

### 3D Artist - Empire Entertainment Group

May 2022 – Oct 2022

Contract - Dania Beach, FL

- Worked on humanoid character models. Did Concept Art for, Modeled, groomed, and textured these models.
- Created scripts along with storyboards for episodes of show pilots and pitches.
- Retopoligized high poly sculpted assets using quad draw for more optimized assets.

### 3D Artist - GYGAVVERSE Inc.

Jul 2022 - Feb 2023

Contract - Miami Beach, FL

- Retopoligized building assets to ensure polycount was acceptable to ensure VR performance and steady FPS.
- Reduced draw calls for performance in Unreal Engine 4 & 5.
- Created mock up UI/UX design concepts for leads to choose from and implement in game.

### 3D Game Art Teacher - The Cushman School

Jan 2024 - Present

Part Time - Miami, FL

- Taught a class of enthusiastic middle school students on the art of 3D modeling & environment design.
- Created lesson plans that covered the basics and fundamentals of 3D modeling, up to more complex asset creation .
- Graded assignments and projects, gave back constructive feedback, and instilled enthusiasm.

## Education

### Animation and Game Art (Double Associates Degree | A.A. | A.S.)

Fall 2020 - April 2023

Miami Dade College • Downtown Miami, Florida

- GPA: 3.8
- Dean's List (All Semesters) 3 Years Straight
- Epic Unreal Scholarship 2020
- American Dream Scholarship (All Semesters)

### High School Diploma

Florida Virtual School (FLVS) - Highschool • Orlando, Florida

May 2020

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## Software

- Autodesk Maya
- Arnold
- Substance Painter
- Photoshop
- Clip Studio Paint
- Premiere Pro
- Unreal Engine
- Procreate
- GitHub
- Shotgrid
- Microsoft 365
- Blender

## Skills

- 3D Modeling
- Texturing
- UV Unwrapping
- 3D Animation
- Re-topologizing
- Basic Rigging
- Level Design