

- Skills -

Procedural Content Generation

Performance Profiling

Shader Development

Gameplay Programming

Particle FX Programming

Real-time VFX Processing

Character Rigging

Procedural Texturing

Level Design & Layout

Mocap Animation Processing

Real-time Scene Lighting

Batch Asset Processing

Hero Asset Development

- Applications -



University of Southern California, School of Cinematic Arts

BFA Interactive Media and Game Design (Nov 2020)

3D Technical Content Artist: **Dimension Studios** (Jun - Nov 2024)

- » **Lead the development** of a proprietary **real-time VFX pipeline** between Liquidgen, Houdini, and Unreal **Niagara Fluid Particle** systems to produce cinema quality wave and splash effects for an upcoming animated short film.
- » Completed **asset processing/world building** for a number of other high profile virtual production projects.

3D Technical Environment Artist: **Bunker Digital** (Jul 2022 - Jun 2024)

- » **Environment generation** for a VR helicopter simulator that trains firefighters
- » Look-dev **batch asset processing** for *NEOM-The Line*
- » **Gameplay programming** for an unreleased Location-based racing game
- » **Procedural content generation** for a number of shows including:
Time Bandits (2024) and *Fire Country* (CBS)
- » **Lumen and Nanite RnD** for the show *Those About To Die* (Universal)
- » **Character rig development** for a mobile dance application.

3D Generalist/Technical Artist: **Octi** (Sep 2021 - Jul 2022)

- » Octi was an AR based social media app utilizing virtual environments, digital assets, and NFTs to bring a new non-advertisement based social media platform to the masses.
- » **Optimizing photogrammetry assets** for in app sale
- » **Rigged characters** for in app companions
- » Developed **cube map rendered 3D environments** for in app backgrounds

Unreal VFX Artist: **Reel FX** (Feb - Apr 2022)

- » Implemented **Blueprint VFX Actors** into shots for a **Netflix animation** show utilizing **ShotGrid**.

3D Artist: **Neon White - Annapurna** (Sep 2020 - Apr 2021)

- » **Producing 3D models** for the games Skyscraper/Construction levels.
- » **Authored procedural textures**
- » Published by **Annapurna** and **nominated for a number of Game of The Year**

3D Technical Houdini Artist: **USC Immersive Media Lab** (2021 - 2022)

- » **Configured Houdini Digital Assets** for use in Unreal Engine
- » Constructed **procedural building** assets
- » **Optimized 3D scenes** for a on-location **Virtual Reality Experience**