

PROFESSIONAL EXPERIENCE

- 2019 - Present **CLARK COLLEGE** / ADJUNCT INSTRUCTOR
Designing and teaching introductory to advanced courses in Adobe After Effects focusing on animation principles, the production process, and professional practices
Software used: After Effects, Photoshop, Audition
- 2020 **ACLU** / ILLUSTRATOR
Illustrated complete scenes with layered assets used in an animated video production
Software used: Photoshop
- 2019 **VECTOR SOLUTIONS** / 3D MEDIA DESIGNER
Produced technical training videos by creating and compositing 3D renders, 2D graphics, animation, and visual effects
Software used: After Effects, Photoshop, Illustrator, Audition, 3D Studio Max
- 2019 **TASTEMADE** / PRODUCTION ASSISTANT
Picked up and returned rental vehicles and equipment, drove crew to and from filming locations, loaded gear in and out with setup and breakdown for lighting and camera, handled shipment of footage
- 2019 **LIQUID DEVELOPMENT** / 2D ARTIST
Designed 2D character assets for use in mobile game applications
Software used: Photoshop
- 2018 **SHADOWMACHINE** / VFX ARTIST
Provided rig removal, compositing, and visual effects for stop-motion television and feature film productions
Software used: After Effects, Photoshop
- 2017 - 2018 **SHADOWMACHINE** / CHARACTER & PROP DESIGNER
Designed props and character turnarounds for use in a 2D animated series
Software used: Photoshop, Adobe Animate (Flash)

EDUCATION

- 2017 **BACHELORS OF FINE ARTS** / MEDIA ARTS & ANIMATION
The Art Institute of Portland