

PROFESSIONAL EXPERIENCE**PROP / EFX / COLOR DESIGNER, *COMMON SIDE EFFECTS***

Green Street Pictures, Pasadena CA, *In-House*, JUN 2023 – MAR 2024

EFX / COLOR DESIGNER, *IYANU*

Lion Forge Entertainment, Los Angeles CA, *Freelance*, DEC 2023 – FEB 2024

PROP DESIGNER, *UNANNOUNCED DC PROJECT*

Warner Brothers, Burbank CA, *Freelance*, AUG 2023 – SEPT 2023

PROP / EFX DESIGNER, *UNANNOUNCED PROJECT*

Nickelodeon Studios, Burbank CA, *Freelance*, JUL 2023 – AUG 2023

CHARACTER DESIGNER, *UNANNOUNCED PITCH PROJECT*

Starburns Industries, Burbank CA, *In-House*, APR 2023

PROP / EFX DESIGNER, *INFINITE CRISIS PART 2 & PART 3*

Warner Brothers, Burbank CA, *In-House*, MAR 2022 – JAN 2023

PROP / EFX DESIGNER, *RICK AND MORTY*

Green Portal Productions, Burbank CA, *In-House/Freelance*, FEB 2020 – JUN 2022

PROP DESIGNER, *CLOSE ENOUGH*

Cartoon Network, Burbank CA, *Freelance*, JUL 2021

PROP / EFX / COLOR DESIGNER, *ARK : SURVIVAL EVOLVED*

Lex and Otis, Glendale CA, *In-House*, MAY 2020 – NOV 2021

PROP DESIGNER, *SOLAR OPPOSITES*

Green Portal Productions, Burbank CA, *Freelance*, JUN 2020

PROP / EFX DESIGNER, *LEGEND OF VOX MACHINA*

Titmouse / Robin Red Breast, Hollywood CA, *In-House*, APR 2020 – JAN 2021

PROP DESIGNER, *JUSTICE SOCIETY : WORLD WAR 2*

Warner Brothers, Burbank CA, *Freelance*, JAN 2020 – FEB 2020

PROP / EFX DESIGNER, *CLOSE ENOUGH*

Cartoon Network, Burbank CA, *In-House*, AUG 2019 – FEB 2020

PROP / EFX DESIGNER, *MORTAL KOMBAT*

Warner Brothers, Burbank CA, *In-House*, JUN 2019 – AUG 2019

PROP DESIGNER, *PANTHEON*

Titmouse / Robin Red Breast, Hollywood CA, *Freelance*, MAR 2019 – JUN 2019

PROP / EFX DESIGNER, *DEATHSTROKE*

Titmouse / Robin Red Breast, Hollywood CA, *Freelance*, FEB 2019 – JUL 2019

PROP / EFX DESIGNER, *APPLE AND ONION*

Cartoon Network, Burbank CA, *Freelance*, DEC 2018 – AUG 2019

CHARACTER / PROP / EFX DESIGNER, *UNIKITTY*

Warner Brothers, Burbank CA, *In-House*, APR 2018 – JUN 2019

CHARACTER / PROP / EFX / COLOR DESIGNER, *TEEN TITANS : GO*

Warner Brothers, Burbank CA, *In-House*, MAR 2018 – APR 2018

PROP DESIGNER, *LEGO BATMAN FAMILY*

Warner Brothers, Burbank CA, *In-House*, JUN 2017 – MAR 2018

PROP DESIGNER, *LEGO DC SUPERHERO GIRLS*

Warner Brothers, Burbank CA, *Freelance*, NOV 2017 – JAN 2018

PROP / EFX DESIGNER, *ADAM RUINS EVERYTHING*

Stoopid Buddy Stoodios, Burbank CA, *Freelance*, SEP 2017 – DEC 2017

PROP / EFX DESIGNER, *BUNNICULA*

Warner Brothers, Burbank CA, *Freelance*, FEB 2017 – APR 2017

PROP / EFX DESIGNER, *BATMAN VS NINJA TURTLES*

Warner Brothers, Burbank CA, *In-House*, JAN 2017 – JUN 2017

PROFESSIONAL EXPERIENCE

CHARACTER / PROP DESIGNER, *MICRONAUTS*

HASBRO / The Hub, Burbank CA, *In-House*, OCT 2015

PROP DESIGNER, *ANIMALS*

Starburns Industries, Burbank CA, *Freelance*, SEP 2015

CHARACTER / PROP / EFX DESIGNER, *DC SUPERHERO GIRLS*

Warner Brothers, Burbank CA, *In-House*, APR 2015 – JAN 2017

CHARACTER DESIGNER, *TRANSFORMERS: ROBOTS IN DISGUISE*

HASBRO / The Hub, Burbank CA, *Freelance*, APR 2015

PROP / COLOR DESIGNER, *MOONBEAM CITY*

Titmouse / Robin Red Breast, Hollywood CA, *Freelance*, JUL 2014 – JAN 2015

PROP / EFX DESIGNER, *BORDERTOWN*

Bento Box, North Hollywood CA, *In-House*, FEB 2014 – NOV 2015

PROP / EFX DESIGNER, *MURDER POLICE*

Bento Box, North Hollywood CA, *In-House*, FEB 2013 – OCT 2014

PROP / EFX / COLOR DESIGNER, *TRANSFORMERS: PRIME*

HASBRO / The Hub, Burbank CA, *In-House*, FEB 2011 – JAN 2013

PROP DESIGNER, *TRANSFORMERS: RESCUE BOTS*

HASBRO / The Hub, Burbank CA, *Freelance*, APR 2011 – FEB 2012

CHARACTER / PROP DESIGNER, *MONSTER HIGH*

Wildbrain Studios, Sherman Oaks CA, *Freelance*, APR 2011 – JUN 2012

PROP DESIGNER, *MOTORCITY*

Titmouse / Robin Red Breast, Hollywood CA, *Freelance*, FEB 2011

PROP / EFX DESIGNER, *GI JOE: RENEGADES*

HASBRO / The Hub, Burbank CA, *In-House*, FEB 2010 – JAN 2011

SOFTWARE PROFICIENCY

Excellent proficiency with Adobe Photoshop, Adobe Animate / Adobe Flash, Google Sketchup, Shotgrid / Shotgun, Slack, Miro, Dropbox, Zoom, Discord, Adobe Suite, Google Suite and Microsoft Office Suite. Skilled proficiency with Adobe Illustrator, Adobe After Effects, Autodesk Maya, Modo, Blender, Clip Studio Paint, Live2D, OBS Studio, and Aseprite. Currently learning Unreal Engine.

EDUCATION

CONCEPT DESIGN ACADEMY, *PASADENA*, Character Design Focus, 2010 - 2014

CALIFORNIA STATE UNIVERSITY, *LOS ANGELES*, Bachelor of Science : Biology & Bachelor of Arts : Anthropology, 2008