

PROJECTS

“Swansong” Short Film, *Production Manager / Visual Development Artist*

January 2024 - Present • Atlanta, GA

- Streamlining hybrid collaboration between project leads and a crew of 20+ artists
- Designing a branded, user-friendly system for storing and submitting assets in Google Suite and Trello
- Maintaining production documents in Google Suites to guarantee meeting deadlines
- Implementing communication strategies to form a network amongst collaborators
- Preparing detailed prop and character packages including turnarounds, color call-outs, and concept renderings

“Out Of Order” Short Film, *Asset Manager*

January 2024 - August 2024 • Atlanta, GA

- Concepted, developed and produced the props final art direction
- Led asset concept art design and fully illustrated all 40+ props and signage using Photoshop
- Oversaw visual development and production pipelines using Microsoft Excel to ensure optimal asset organization

“Sweetner” Short Film, *Art Director*

March 2022 - June 2022 • Atlanta, GA

- Facilitated collaboration of 9 artists over a fast-paced 10-week production schedule with weekly meetings
- Led art direction, ideation, finishing and execution of the films final look
- Designed concept art and Illustrated the main character and environment with style guides to ensure visual consistency

EXPERIENCE

Animation Producers Guild, *Assistant Officer*

June 2024 - Present • Atlanta, GA

- Spearheading expansion from Savannah to Atlanta, leading crucial documentation submission, developing community outreach programs, and increasing enrollment
- Designing print materials, presentations, and graphics for social media, meetings, and events, ensuring all creative materials are consistent with brand guidelines

Illustrator / Graphic Designer, *Freelance*

June 2020 - Present • Atlanta, GA

- Self-managed small business design projects across branding, logo design, merchandise, and album cover
- Researched latest trends to develop cutting-edge creative campaign material

The Walt Disney Company, *Disney College Program*

August 2022 - January 2023 • Orlando, FL

- Animal Kingdom Outdoor Vending
- Expanded my knowledge, experience, and passion for The Walt Disney Company culture, products, and operations
- Adapted to guest-facing roles, embodying the brand persona to accentuate magical guest experiences

SKILLS

Technical: Production Management, Visual Development, Illustration, Background Design, Character Design, Prop Design, Branding, Graphic Design, Presentation Design

Software: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Storyboard Pro, Google Suite, Microsoft Office Suite

Professional: Strong Communicator, Strategic thinker, Great Collaborator, Positive Attitude, Organized, Quick Learner, Multi-Tasking, Meeting Deadlines, Working Under Pressure

EDUCATION

Savannah College of Art and Design, *Bachelor of Fine Arts in Animation*

- Concentration in Storytelling and Concept Development, Minor in Business Management and Entrepreneurship
- Dean's List Recipient for all quarters attended
- Expected Graduation March 2025