

EXPERIENCE:

KALEIDOCO INC - Senior Designer (2023+)

- Designed, pitched, and animated various multimedia content for projection, augmented reality, and theatrical spaces.
 - Led a small team to accomplish tasks simultaneously optimizing budget and time management constraints.
 - Assisted with creative direction to enforce story fluidity.
 - Built, evolved and optimized asset management pipeline.
 - Developed and flourished an expanding audience through community events to inspire brand growth.
 - Rigged, animated, textured, coded, and rendered various 2D & 3D asset pipelines for social media and gaming.

PLUCKY - Designer / Animator (2021-2023)

- Designed, pitched, and animated stories for film, TV, and animation. I collaborated with other artists while simultaneously working on individual projects.
 - Developed and pitched concepts for investors.
 - Accelerated production speed and optimized workflow by researching and implementing upcoming industry techniques.
 - Influenced design choices by researching and promoting unique artistic styles.

MADISON SQUARE GARDEN - Freelance 3D Artist (2021)

- Researched and discovered innovative ways to create exciting content for the MSG Sphere in Las Vegas.
 - Designed and animated visually captivating content for MSG Sphere investors.
 - Demonstrated flexibility and adaptability through multiple creative sprints while collaborating with artists and production.
 - Delivered multiple variations of content through feedback from clients and production within a short, high intensity turnaround.

SOUND SCULPTURE INC - Asset Manager / Technical Artist (2019-2021)

- Acted as the creative bridge between designers, production and clients, while resolving technical issues as they arise.
 - Overhauled and redesigned asset pipeline workflow between SSI and various clients concurrently.
 - Assisted with budget proposals, and breakdowns for producers.
 - Overseeing production, creating innovative solutions for collaboration while optimizing workflow.
 - Improved asset pipeline and asset library for internal optimization.
 - Documented, consolidated and transcribed feedback to streamline turnaround.

CALARTS - Adjunct Faculty & Student Instructor (2019)

- Teaching all stages of production to middle, high school and undergrad students.
 - Mentored a classroom of students the basics of video production from conceptualization to completion.
 - Implemented hands-on learning through usage of live action equipment.
 - Taught classes showcasing the basics of technical programs such as Premiere, After Effects, and Photoshop.
 - Managed students by encouraging collaboration, compassion, and creativity through their team-based projects.

WALT DISNEY IMAGINEERING - WDI Educational Initiative (2019)

- One of 16 students selected to participate in an intensive, six-week Blue Sky idea Development process with WDI. Under the mentorship of Imagineers, students worked in groups of four to develop a project to final presentation.

V1 FILMS - TRAILS OF HOPE AND TERROR - Director (2012-2016)

- Director and Editor of an internationally awarded feature length documentary focusing on the US-Mexico border crisis.
 - Coordinated and collaborated with authors, activists and prominent political figures.
 - Implemented the creative vision and goals of the screenwriter and producer to successfully convey the ethical and philosophical dilemmas facing this issue.
 - Assembled and edited footage for both educational institutions and public consumption simultaneously.
 - Sole director and editor.

UNIVERSITY OF DENVER - Digital Media Instructor - (2009-2015)

- Teaching video and sound software to college students, university faculty and guests individually or through workshops.
- Providing on-call AV support and tutoring across campus.

EDUCATION:

- **MFA** - CALIFORNIA INSTITUTE OF THE ARTS (Animation)
- **BFA** - UNIVERSITY OF DENVER (Digital Media Studies)

SKILLS:

- Cinema 4D | Premiere | Unreal Engine | After Effects | Photoshop | Embergen | Blender | Python | Bread