

SKILLS

- Worldbuilding
- 2D Illustration
- Line Drawing
- Background Design
- Research

SOFTWARE

- Photoshop
- Indesign
- Sketchup
- Blender

EXPERIENCE

Sept - Dec 2025

Background Artist, *Flight of Atlas* (Short Film)

- Painted backgrounds for a 2D animated short film, based on the established style guides

Aug - Dec 2024

Illustrator, *Who Are the Frontier People Groups?* (Indigitous US)

- Created illustrations for the second edition of a Christian children's book about frontier people groups

June - Aug 2024

Layout Artist, *Target* (Short Film)

- Collaborated in a team of 10 designers and directors to develop the pipeline and style of a 3min animated film, produced background layouts for production

LEADERSHIP

May 2025 - Present

Peer Coach, *Concept Design Dept* (ArtCenter)

- Offering students support with assignments, time management, planning for classes through weekly one on one coaching appointments

Sept 2024 - Present

Teaching Assistant, *Advanced Perspective* (ArtCenter)

- Assist professor to provide feedback to students on drawing layouts, perspective, composition, scale, environment design

Sept - Nov 2024

Career Development Mentorship (ArtCenter Career Dept)

- Held weekly meetings with an industry mentor for 10 weeks to develop a personal project and learn about the animation pipeline and job market

Aug - Sept 2024

Orientation Leader (ArtCenter)

- Supported Orientation Week as part of a team of 50 leaders to welcome 500 incoming students to campus, through department presentations, and welcoming activities

EDUCATION

Sept 2022 - Apr 2026

Bachelor of Science - Entertainment Design, Concept track

ArtCenter College of Design, Pasadena, CA

- Provost List: 2022, 2023, 2024