

Objectives

Multi-maker capable of creating in numerous time-based mediums, with a heart set on character-based, identity-rich work. Values human-made arts crafted with intention.

Likes making inspirational visuals that get seen. Digital works are currently at 88.8 million views and 1.6 million likes online.

Skills

2D & 3D Animation, Motion Graphics, Graphic Design, Character Design, Illustration, Filmography, UGC & Socials, Directing, Lecturing, & Drawing

Education

Bachelor of Fine Arts – Animation (BFA)
Savannah College of Art & Design, 2016

Experience

Freelance Animator
(2018 – Present)

Lecturer of Time-Based Media
University of Wisconsin
(2022 – Present)

Lead Animator – Lofi Studios
(2022 – 2025)

Associate Animator – Pixel Farm
(2016 – 2017)



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