

PROFILE

Highly creative, Senior-Level Animator & Digital Artist (9yrs). Known to have a versatile skill set to collaborate in cross-functional teams. Knowledgeable in the animation and game production processes.

SOFTWARE

3dsMax



Maya



Photoshop



Illustrator



Animate



Spine



After Effects



Rive



Figma



Unity



SKILLS

- Concept Art
- Illustration + Game Art
- Storyboarding + Animatics
- 2D & 3D Animation
- Motion Graphics

EXPERIENCE

• Void Industries Inc. August 2024 - May 2025

• Product Creative

- Conceptualized, storyboard, and create illustrations and animated sequences that effectively communicate unique and stylized design concepts.
- Ensured all designs and animations meet project requirements, brand guidelines, and technical specifications and constraints.
- Collaborated closely with Engineering and Marketing Departments to enhance appeal and functionality of publicized projects and products.
- Provided valuable feedback while managing multiple projects simultaneously to ensure timely delivery and adaptability to changing priorities.

• DoubleDown Interactive February 2022 - September 2023

• Senior Animator

- Created high-quality game animations that portray character personalities consistent with the style and vision as laid out by the Art Director.
- Developed & ensure seamless art asset integration into games by using technical process abilities such as rigging, kinetics, & cinematography.
- Cross Departmental collaboration to implement art within the established pipeline while helping to bridge technical challenges.
- Provided improvements and feedback on in-game animations to assure quality, uniformity and coherence on the target platform.

• NewScape Studios August 2021 - December 2021

• Team Lead Animator

- Directed a team of Character Artists, Background Artists, and Animators to develop 2D animations by providing critiques & feedback.
- Worked closely with the Director and Animation Supervisors to ensure the visual aesthetics of characters, props, and backgrounds.
- Designed, illustrated, & rigged 2D characters in animation & gaming.

• Sunlight Entertainment LLC March 2018 - March 2021

• Animation Director (June 2020 - March 2021)

- Ensured animation/illustration quality control and performance consistency by interpreting Director's needs, animation dailies, and constructive feedback for products on YouTube, Walmart, Target, and Amazon.
- Established key character bibles for upcoming projects/productions and managed workflows & tasks through high-level documentation.

• Animator & Concept / Background Artist (March 2018 - May 2020)

- Produced high quality 2D art & animations in a collaborative and creative environment for children's education + entertainment.
- Assisted in production pipeline: storyboarding, animatics, animation, & visual FX.

EDUCATION

- **Master of Fine Arts (MFA), Arts & Technology in Animation** (2016)
The University of Texas at Dallas

- **Bachelor of Fine Arts (BFA), Media Arts & Animation** (2013)
The Art Institute of San Antonio



*REFERENCES UPON REQUEST