

## 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 and storyboarded illustrations and animated sequences; delivering clear visual concepts that guided design decisions.
- Ensured designs and animations complied with project requirements and brand guidelines; reducing revision cycles and kept projects on schedule.
- Collaborated with Engineering and Marketing teams to refine visual assets, which increased product appeal & functional clarity in marketing materials.
- 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 game animations that conveyed character personalities, aligning with the Art Director's style and vision, enhancing player immersion.
- Developed & ensured seamless art asset integration into games; using technical process abilities such as rigging, skinning, kinetics, and cinematography.
- Cross Departmental collaboration to implement art within the established pipelines to help bridge technical challenges and speed up production.
- 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, background, and animation artists to develop family-friendly 2D animations, providing critiques and feedback to improve visual consistency and helped deliver the project on schedule.
- Collaborated with the Animation Supervisors to refine character & background aesthetics; enhancing overall visual quality & audience engagement.

### • Sunlight Entertainment LLC . . . . . March 2018 - March 2021

#### • Animation Director (June 2020 - March 2021)

- Ensured animation and illustration quality by interpreting the Director's needs, reviewing animation dailies & applying constructive feedback to maintain brand standards for YouTube, Walmart, Target, and Amazon.
- Established comprehensive character bibles & visual aesthetics for upcoming projects & streamlined workflow management with detailed documentation.

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

- Produced 2D animations using Adobe Creative Suite for YouTube channels; creating engaging educational content and entertainment for children, which increased viewership and subscriber engagement.

## 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

## FREELANCE



• Finch Care : Senior Animator  
• 240 Tutoring, Inc. : Illustrator



• 240 Tutoring, Inc. : Illustrator  
• Valiant Games : 2D Artist + Animator



• bloop : Senior Brand / Motion Designer