

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

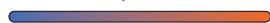
3dsMax



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

