

PROFILE

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

SOFTWARE



SKILLS

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

EXPERIENCE

- **Mathspace** **February 2026 - Present**
 - **Animator & Illustrator**
 - Led 2D mascot design, rigging, & animation, building scalable motion systems, micro-interactions, & vector asset libraries while collaborating with Product, UX/UI, and Engineering to optimize pipelines, improve performance, enhance user engagement across products & marketing materials.
- **Proof of Play** **March 2026 - June 2026**
 - **2D Art Generalist**
 - Created, animated, and integrated high-quality 2D assets, VFX, & UI animations in Unity, optimizing mobile performance, troubleshooting technical issues, & collaborating cross-functionally to define asset standards & visual direction.
- **Finch Care** **September 2025 - February 2026**
 - **Senior Animator**
 - Created vector-based character animations for mobile apps, videos, and social media, applying strong timing & motion principles while collaborating with Creative Directors and technical teams to improve animation pipelines.
- **Void Industries Inc.** **August 2024 - May 2025**
 - **Product Creative**
 - Conceptualized, storyboarded, and produced illustrations and animations, ensuring compliance with project requirements and brand guidelines; collaborated with Engineering and Marketing teams to refine visual assets, enhance product appeal, and maintain functional clarity.
- **Valiant Games** **March 2024 - February 2025**
 - **Mid-Level 2D Artist + Animator**
 - Created and implemented high-quality 2D game assets, including characters, backgrounds, icons, UI elements, & animations, collaborating with Art Directors to align with game vision, refine assets through iterative feedback.
- **DoubleDown Interactive** **February 2022 - September 2023**
 - **Senior Animator**
 - Produced high-quality game animations and asset integrations using rigging, skinning, kinematics, cinematography, and Figma, ensuring visual consistency, enhancing player immersion, optimizing workflows, and accelerating cross-functional production pipelines.
- **NewScape Studios** **August 2021 - December 2021**
 - **Team Lead Animator**
- **Sunlight Entertainment LLC** **March 2018 - March 2021**
 - **Animation Director** (June 2020 - March 2021)
 - **Animator & Concept / Background Artist** (March 2018 - May 2020)

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

