

WORK EXPERIENCE

Disney TV Animation: *Freelance Color Designer* (May 2023-Current)

- 2D Feature; Colored props, characters, and set elements.

Pure Imagination Studios, “Lego Dreamzzz (S2)”: *Visual Development Artist* (November 2022-Current)

- CG series; Designed and packeted Characters, Props, Sets, and FX

Netflix Animation, “Bad Crimes”: *Background Painter* (September- October 2022)

- (Canceled) 2D series; Painted 2D backgrounds

Netflix Animation, “Storybots Answer Time”: *Background Painter* (January-August 2022)

- Original 2D series; Painted 2D backgrounds

Netflix Animation, “Ghee Happy”: *Color Designer* (December 2020–January 2022)

- Original CG series; Colored props, backgrounds, characters, and color scripts

Netflix Animation, “I Heart Arlo”: *Background Painter* (May 2020–November 2020)

- Original 2D series following the film “Arlo the Alligator Boy”; Painted 2D backgrounds

DreamWorks Animation Television: *Freelance Character Designer* (2021)

- Created Character Design sketches for an unannounced TV show

WildBrain: *Freelance Character Designer* (2021)

- Created Character Design sketches for an unannounced TV show pitch

Brown Bag Films: “Ridley Jones”: *2D Designer* (April 2020–June 2020)

- CG series for Netflix; worked freelance to design characters and props in line art, shaded color, and texture breakouts

DreamWorks Animation Television: *Freelance Character Designer* (2020)

- Created Character Design sketches for an unannounced TV show pitch

Disney Publishing Worldwide: *Freelance Illustrator* (2019–2020)

- Worked as Color Artist for a Pixar continuation story; re-illustrated an older book in a new style

Flying Fools: *Freelance Visual Development Artist* (2020)

- Made sample art for a movie pitch to Warner Brothers

WildBrain: *Freelance Character Designer* (2019)

- Created Character Design sketches for an unannounced TV show pitch

Fingerprint Play: *Senior Visual Designer* (2013–2020)

- Worked on a variety of original 2D and 3D games, illustrated 2D characters and backgrounds, designed brand logos, designed game UI components, and created simple animations in After Effects

Hasbro: *Freelance Illustrator* (2019)

- Created ideation sketches for the FurReal Friends Brand

EDUCATION

Rhode Island School of Design (RISD), Providence, RI; nBFA, Industrial Design 2012