*I am a story artist with 3+ years’ experience in film and TV animation. I specialize in visual storytelling and have developed core competencies in cinematic storyboarding, sound editing animatics, and character design. I take a hands-on approach to adapting scripts, problem solving and have a passion for creative collaboration.*

**EDUCATION**

**Ringling College of Art & Design,** Sarasota, FL

Bachelor of Arts, Computer Animation, May 2023, GPA: 4.0

**Thesis**: a three-minute film emphasizing visual storytelling, emotion, and character interaction

**RISD Pre-College,** Providence, RI

Certificate in Animation**,** August 2018

Focus: Traditional Animation

**SKILLS**

Storyboard Pro, Adobe Premiere Pro, Adobe Photoshop, Blender, Autodesk Maya, Clip Studio Paint; Music and Audio Integration, Toonboom Harmony, Nuke, Zbrush, Substance Painter, Adobe Audition, After Effects and Illustrator

**PROFESSIONAL EXPERIENCE**

**Animatic Editor and Story Revisionist | Mighty Yeti | June 2025 - present**

* As part of the story team for Mighty Yeti, I edit together boards from the Lead Storyboard Arist, and edit revised boards into animatics with sound, voice acting, and music for review.
* Pitch unique stories for future skits and adapt scripts into rough thumbnails
* Work in a fast-paced environment and produce high-quality output on strict deadlines

**Story Artist | The Reality Project | December 2024 - present**

* As part of the story team for The Reality Project’s Reality Resort show on YouTube, I produce rough cinematic shot thumbnails from scripts and refine those boards into animatics in an episodic format in the style of TV animation
* Edit storyboards in Adobe Premiere to ensure consistent pacing, enhancing emotional beats and comedic timing
* Collaborate with writers and directors to refine pacing, visual clarity, and the mood of each scene

**Story Artist | Video Editor | Freelance | May 2023 - present**

* Served as Lead Storyboard Artist for Studio Comet Pink Floyd Competition; edited music and storyboards to produce a finalized animatic for the animation team
* Edited client’s raw footage in Adobe Premiere to make short segments for TikTok, Facebook, and other social media platforms
* Produced pitches and promotional artwork for local community groups such as ACME Theater, Neoscape, and FOWMO for social media usage

**DreamWorks Animation Mentorship | Summer 2024**

* Selected as one of ten artists to study under Angela Lepito, Department Manager, DreamWorks Animation. Program covered communication skills, team management, industry practices and portfolio development

**Animation Intern | Neoscape Inc. | June 2022 - August 2022**

* Created storyboard pitches for clients, animated 5-second scenes for commercials, and worked with directors to visualize projects for layout
* Pitched ideas to directors and gained hands-on mentorship and critiques from seasoned industry professionals