

Education

University of Adelaide
Australia
2022 – 2023

Master in Immersive Media Technologies

**Savannah College Of Art
and Design (SCAD)**
U.S.A
2015 – 2019

Bachelor of Fine Arts
Specializing in Animation

Relevant Experience

Concept Artist/ Event coordinator
Anouconcept
May 2024, Sept 2024 - Current

Conceptualize environments in 3D for premiere events for their red carpet and photo opportunities, like Disney's Moana 2, etc. And then coordinate with suppliers to bring it to life.

Virtual Reality Outreach Program
University of Adelaide
Oct 2022 – Dec 2022

Conduct virtual reality sessions that enabled students to navigate immersive digital environments, all while instructing them on the Unity interface. Discuss various applications and insights into the world of immersive technologies, and shedding light on the potential career opportunities within this dynamic field.

3D Artist/ Motion Designer
You Are Here LLC.
Cooper Holdings
Nov 2019 – Nov 2020

Created dynamics and high-quality assets, environments and digital content for various projects including exhibition boutiques, concept revamps for experiences and immersive marketing content for high-profile clients such as Coca-Cola, AT&T and Southern Electric Company.

3D Rigger
Primal Screen
Aug 2019 – Nov 2019

Focused on creating MEL scripts and multiple character rigs while using corrective blend shapes intended for realistic cloth and joint movements. Project-based opportunity for the animated special Elf Pets Santa's Reindeer Rescue that briefly featured on Netflix U.S. for Christmas 2020.

3D Rigger
"Escape"
2018

Constructed a 3D biped rig containing IK and FK functionalities along with creative controllers, easily grabbable for animators for the main character of this award-winning student hybrid short film.

Software Proficiencies

Maya, Substance Painter, Unity, Photoshop, After Effects, Illustrator, Cinema 4D, Unreal (Intermediate)

Key Skills

3D Modelling	Experienced in 3D modelling, leveraging advanced software and techniques to create visually appealing and highly detailed models for diverse applications. Expertise in optimizing 3D assets for real-time environments, enhancing overall performance.
Texturing	Skilled in UV mapping and material creation, ensuring seamless integration of textures and optimized rendering for high-quality final outputs.
3D Rigging	Experienced in creating intricate skeletal structures for humanoids, quadrupeds and mechanical objects. Proficient in corrective blend shapes.
Rendering	Experienced in utilizing industry-standard rendering engines to produce high-quality and photorealistic 3D visuals for diverse projects.
Animation	Skilled in creating dynamic and engaging animations for diverse projects, with a keen eye for detail using software like Maya and After Effects.
VR	Proficient in creating high quality immersive virtual environments for gaming and visual experiences.

Other Work Experience

Events Team Leader

Adelaide Venue Management
2023

Assist Event floor managers, ensure all staff follow AVM policies, delegate staff, run reports, talk to and assist clients.

Casual F&B

Adelaide Venue Management
Sep 2022 – 2023

Food & Beverage Attendant, Setup Crew, Concessions, Bar, Ticketing, Ushering, trained in Special Diets and Team leading for the Adelaide Convention Centre.

Casual

Tandanaya
Mar 2023 & July 2023

Retail, Ticketing, Inventory, handling and organizing high-value aboriginal artworks.

Admission Student Representative

Savannah College of Art and Design
Sep 2017 – Mar 2018

Working the front desk and co-hosting daily campus tours for potential students and their families.
Help organize and set up quarterly campus open houses.
Talking to potential students about different programs, faculties, and amenities.
Working at the call centre and directing calls to the appropriate department.

Referees

Available on request
