

LOOK DEVELOPMENT ARTIST



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@beecan_art

SKILLS

TECHNICAL

- Digital Sculpting
- Modeling
- Retopology
- UV Unwrapping
- Rigging
- Surfacing
- Lighting
- Compositing
- Scripting

SOFTWARE

- Autodesk Maya
- Arnold Renderer
- Redshift Renderer
- ZBrush
- Nuke
- Houdini
- Adobe Creative Suite:

Substance Painter

After Effects

Premiere Pro

Media Encoder

Photoshop

Illustrator

- Python

PROFESSIONAL

- Problem Solving
- Team Building
- Communication
- Adaptability
- Self-Motivated
- Creative Eye
- Troubleshooting

EDUCATION

Bachelor of Fine Arts, Animation

Savannah College of Art and Design (SCAD) | Sep 2020 - Jun 2024

- Concentration in Technical Animation

COLLABORATIVE PROJECTS

Kit & Spoon and the Wayward Moon | May 2023 - May 2024

Technical Artist

- Modeled and rigged main characters and props
- Responsible for lighting, rendering, and compositing shots
- Worked with producer to set up file pipeline and project workflow

STRIDE X SCADpro | Jan 2023 - Mar 2023

3D Modeler, R&D

- Collaborative internship class focused on presenting deliverables to the client
- Researched and consolidated curriculum information
- Modeled game-ready assets to be ported into Unity

The Little Florist | Jan 2023 - Mar 2023

Surfacing Artist, 3D Modeler

- Student film created during 10-week collaborative film class
- Researched and implemented guide for surfacing team to generate toon textures for CG assets
- Modeled and textured props for CG environment

WORK EXPERIENCE

Google AdSense/YTPP | Aug 2021 - Present

Independent Contractor/Content Creator

- Creates and monetizes content for art and gaming YouTube channel with a community of 40,000+ subscribers
- Communicates with advertisers and negotiates sponsorship contracts

ACCOMPLISHMENTS

Graduated Summa Cum Laude | Jun 2024

SCAD Dean's List | 2020 - 2024

SCAD Academic Scholarship | 2020 - 2024

SCAD Achievement Scholarship | 2020 - 2024

BB&T Endowed Scholarship | Sep 2022 – Jun 2023