

Experience

SEP '21 - PRESENT

Artist | Night School Studio

- Created **key concept art** and assisted in **art style development** for Night School Studio's **first 3D IP as part of Netflix Games**
- Collaborated with 3D Art, Game Design, and Narrative in a **small, cross-disciplinary team environment**
- Responsible for **greybox drawovers, character texture painting, 3D callouts, and rough 3D models** during production

APR '21 - SEP '21

2D Artist | Night School Studio

- Created **final environment and prop art assets**, seen in game "Oxenfree II: Lost Signals"
- Followed art direction and adapted to a **storybook-inspired, watercolor art style**

MAY '23 - JUL '23

Concept Artist | NASA

- Responsible for **art style development, early concept art, and polished illustrations** for "NASA Exoplanets"
- Designed **characters and backgrounds in a pastel-colored, soft and appealing art style**

MAY '21 - SEP '21

Concept Artist (Student Associate) | Activision Central

- Collaborated on, and created concept art pieces for an **all-age friendly, Pixar-inspired, Call of Duty project** pitch deck
- Responsible for **environment designs, prop callouts, and keyframes** to support gameplay brainstorming

JUN '20 - AUG '20

Visual Development Artist ("Leo") | Netflix Animation

- Created **bluesky Vis-Dev paintings on a Netflix animated feature**, to establish first looks of the film
- Produced **lighting and color keys** to support mood and story of film
- Contributed to **environmental research** to support the film's authenticity

Education

Entertainment Design: Concept Design Track

Art Center College of Design

Skills

Visual Development

Illustration

Concept Design

Color/Lighting Keys

3D Modeling

Art Style Adaption

Art Style Development