



ABOUT ME

In my spare time, I love to tinker, game, and experiment with my 3D printer to create custom tools and storage solutions. As a Rigging Artist, I thrive on problem-solving, bridging models to animation, and constantly refining my craft through collaboration and innovation.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

BFA (Animation)
2021
MFA (Animation)
PRESENT - 2025

Course of study included life drawing, narrative development and storyboarding, 2D and 3D animation principles, rigging, cartoon and naturalistic animation.

SOFTWARE

Autodesk Maya
SideFX: Houdini
Adobe Photoshop
Adobe Premiere
Adobe After Effects
Unreal Engine (Rendering)
ZBrush
Storyboard Pro 7
Maxon Cinema 4D
Clip Studio Paint
Procreate

SKILLS

Character Setup
Technical Rigging
Naturalistic Animation
Cartoon Animation
Coding Python for Maya
Storyboarding
Character Design
Illustration

SUMMARY OF QUALIFICATIONS

3D rigging naturalistic and cartoony props and characters is my primary skill set. To anticipate and elevate my rigs, I am also well versed in various aspects of the animation and have a familiarity with python for maya. Everything from modeling to texturing, lighting, character fx, cloth sim and 3D animation is within my skill sets.

EXPERIENCE

Fairy Play

Lead Rigging Artist
March 2024 – May 2025

The responsibilities encompassed in this role include managing and reporting for a team of rigging artist, assessing and bridging the needs of the animation team, research and development to maintain the aesthetics of the film. My skills were put towards the creation of all the characters in the film, creating both naturalistic and cartoony animation.

Petrichor

Rigging Artist
September 2023 – January 2024

Petrichor is a hybrid 3D, Stop Motion and Live Action short film, my work on this project was to rig the lead character and ensure that the character was able to stand seamlessly between the combined elements.

Cold Fronts

Technical Artist
March 2023 – May 2023

A 3D 2D hybrid found audio short film. Worked on prop and environment rigging.

Official Selection

Atlanta Underground Film Festival

Zerk

Rigging Artist
March 2023 – May 2023

A 3D short film. Worked on rigging a supporting character.

Best Narrative Short - Animated

Baltimore International Black Film Festival 2024

ROC Army, Political Warfare Office

Generalist, Artist
September 2022 – January 2023

Served under Army branch of Taiwan's Armed Forces. My background and education caught the attention of the Political Warfare Office who sought me out after basic training. My responsibilities within the Political Warfare Office was creating PSAs, recruitment posters and event planning.

AWARDS AND ACHIEVEMENTS

Academic Scholarship to SCAD (2023)
Achievement Scholarship to SCAD (2023)
Atlanta Underground Film Festival: Official Selection (2023)
Baltimore International Black Film Festival: Best Narrative Short (2024)