

Education:

Technical Artist/Visual Effects Artist

May 2026

Savannah College of Arts and Design (SCAD)

Modeling, Rigging, Texturing, Cloth and Groom sim

Work Experience:

Software

Adobe:

Substance Painter
Substance Sampler
Premiere Pro
After Effects
Photoshop
Illustrator
Dreamweaver

Microsoft:

Excel
Word
Outlook

Coding:

Python
MelScript
C++
VEX

3D Softwares:

Maya
Fusion 360
Houdini
Blender
Unreal

Miscellaneous:

Nuke

Skills:

Proactive
Innovative
Persistent
Creative
Bilingual (Mandarin)

Film Works/Collaboratives:

Lizard Wizards (Christian Wheeler):

Jan 2024

Responsible for rigging 4 different characters within a 48 hour time frame for the Global Game Jam competition

Created a Maya to Unreal export pipeline for animations

Echoes of a Silent Garden (Christian Wheeler):

Jan-April 2024

Responsible for rigging a 3-legged tree monster with Physics-based vines

Rigged a swinging corpse to the tree monster

Tales of the Clones (Peter Randall):

June-October 2024

Responsible for rigging a human and a robot for use in a personal film

Reckoning (Zane Kidwell):

July 2024

Responsible for a seagull and learning how to rig a wing

CG composited onto live-action film

Pops and Bobbers (Christian Wheeler):

Jan 2025

Responsible for modeling some environmental props and 3 different rigs in a 48 hour time frame

Created a more streamlined Maya-Unreal pipeline and troubleshooted issues

Inkwashed (Emma Michlle Richmond):

Jan-March 2025

Responsible for modeling creating environmental models and creating a user-friendly system to composite rendered frames

Additional Groups:

Hsi Lai Shi Temple:

2016-2021

Amassed over 500 hours volunteering as TA to assist with teaching mandarin to children grades 6 and lower.