



3D Character Animator

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Creative and detail oriented 3D Character Animator with experience in episodic TV, AR filter creation, and live entertainment creature animation. Skilled in Maya with expertise in polished keyframe animation and motion capture clean up. Passionate about crafting expressive performances and enhancing storytelling through key acting moments and movement.

EXPERIENCE

Paper Triangles — 3D Animator

Fulltime: July 2024 - April 2026 | Freelance: June 2021 - June 2024

- Animated characters and assets for interactive AR filters for a major social media platform engaging thousands of users daily
- Collaborated with developers to ensure animations met creative vision and technical requirements
- Delivered polished, on-brand animations with tight turnaround times

Moonbug — 3D Animator

June 2022 - July 2022

- Produced all character animation and camera work for a full episode from layout to final polish
- Blocked, refined, and polished performances to align with director feedback and storytelling goals
- Worked closely with the animation team to maintain consistent style and pacing across the episode

WET Design — 3D Animator

February 2022 - March 2022

- Animated creatures for a large-scale water feature show

Rouge Mocap — Junior Animator

July 2021

- Cleaned and polished motion capture animation using Maya and Motionbuilder

Jim Hensons Creature Shop — 3D Animator

April 2021

- Cleaned and refined motion capture animations for characters on the show

EDUCATION

AnimSchool

April 2023 - March 2025

- 3D Character Animation Track

GNOMON School of Visual Effects, Games & Animation

April 2017 - March 2020

- Entertainment Design and Digital Production with an emphasis in Character/Creature Animation

SKILLS

 Maya/MotionBuilder