



Projects

AC: NEW MURDER

Aug 2020 – Oct 2022

A fun murder-mystery Animal crossing fan game. It takes advantage of both a visual novel and Animal Crossing: New Horizon itself.

Director

Led the video game to completion with a small team, delegated all work, navigated limitations, ensured collaboration, and headed the project's schedule.

Lead Writer

Wrote all in-game dialogue in ways that accentuated the character's personalities and dynamics, created the game's story, designed the narrative progression, and scripted boolean and integer variables in Sanity.

Lead Game Designer

Created the game's concept and the plans to bring it to life, planned and implemented the game's branching paths, mechanics, challenges, pacing, rules, and rewards, and designed the levels for both the 3D exploration and the visual-novel side.

DUNGEONS & DRAGONS

Mar 2019 – Feb 2020

Dungeon Master

Scheduled, hosted, and led a team-based event that required immense team communication, creative problem-solving, and strict time management.

The role required commitment, improvising, learning, writing, game designing, interactive storytelling, decision-making, conflict resolution, risk management, and probability planning. Most importantly, I designed and fostered a fun and inclusive game and environment.

Professional Experience

FREELANCE ARTIST

Self-Employed Mar 2022 – Present

- Animate, design, and storyboard clients' requests for their Twitch/YouTube brands or animated pilots.
- Collaborated with the client and remained flexible to bring their ideas to fruition and expand upon them, often sparking new exciting ideas.
- Videos I have worked on have received millions of views.

CHARACTER LAYOUT ARTIST

Warner Bros. Aug 2021 – Mar 2022

- Put characters from "Animaniacs" and "Pinky & the Brain" on model in preparation for animation.
- Used storyboarding and artistic skills to deliver appealing story/character-driven boards.
- Had a refined attention to detail and was quick to learn and adapt to the show's unique voice.

Education

Bachelor of Fine Arts, Animation

Savannah College of Art & Design (SCAD)
Savannah, GA June 2017

Expertise

Game Design • Narrative Design
Directing • Character Design • Writing
Art • UX Research • And More

Software

Unreal • Unity • Maya
Adobe Suite including
Photoshop • Dreamweaver • And More