

## Work Experience

### 3D Biomedical Designer

March 2025 - Present

3D Systems Corporation

- 3D model and sculpt patient-specific surgical devices for 3D-printed manufacturing for client contracts
- Create case documentation in InDesign with product visuals rendered in SolidWorks for surgical use
- Prepare product files for manufacturing and ensure printed products meet inspection quality standards

### Animation Instructor

June - August 2024/2025

University of Colorado Denver LYNX National Arts and Media Camp

- Led instruction for high school students learning character animation in Adobe Animate
- Planned lessons and created project examples teaching a variety of animation techniques

### Animation Lab Monitor

August 2024 - March 2025

University of Colorado Denver

- Primary technical support for students and faculty using Maya, ZBrush, Substance Painter/Designer, Arnold Renderer, Unreal Engine 5.0, Houdini, Deadline, etc.

### Animation Teaching Assistant

June 2022, July 2023

University of Colorado Denver LYNX National Arts and Media Camp

- Educational support for students learning Maya, ZBrush, Substance Painter, and Adobe Animate

## Projects

### Lead Character Artist, Surfacing Artist, Visual Development Artist, Lighting Artist

*Mothman* - University of Colorado Denver

August 2022 - May 2024

- Modeled, sculpted, and textured two stylized main character models in Maya, ZBrush, & Substance
- Authored painterly stylized textures and materials to be used on all assets in Substance Designer/Painter
- Created seven master templates and shot lighting and compositing for fifty shots in Arnold and Nuke
- Created an optimized environment layout pipeline with instanced geometry and set dressing

## Education

### Bachelor of Fine Arts in 3D Graphics & Animation

December 2024

University of Colorado Denver

## Mentorship

### Women in Animation - Breaking into Look Dev, Surfacing, & Texturing

April - August 2025

### Women in Animation - Breaking in as a CG Artist

April - July 2024

## Awards

### Rookie Awards Finalist

July 2025

2025 entry selected as a finalist in the Career Opportunity category for Fortiche Production

### Women in Animation Scholarship

2025

Honorable mention recipient of the 2024 Women in Animation scholarship of the Greater USA Chapter

## Volunteering

### Team Leader

August 2025

SIGGRAPH North America, Vancouver

### Student Volunteer

December 2024

SIGGRAPH Asia, Tokyo

### Student Volunteer

July 2024

SIGGRAPH North America, Denver

## Software Skills

**3D Modeling, Surfacing, & FX:** Maya, ZBrush, Substance Painter, Substance Designer, Houdini, SolidWorks

**Rendering & Compositing:** Arnold Renderer, Nuke, Nuke Studio, Unreal Engine, Deadline

**Image & Video Creation:** Photoshop, InDesign, After Effects, Premiere Pro, Lightroom