

## PROFILE INFO

Los Angeles-based concept artist skilled in various 3D and 2D tools to create unique and striking concepts. Team player with strong social skills.

## ACHIEVEMENTS

**Production Design Initiative**  
Art Directors Guild (2023-2025)

**Winner of Prop Design Competition**  
UNC School of the Arts (2019)

## EDUCATION

**Bachelor of Fine Arts in Production Design & VFX**

University of North Carolina School of the Arts (2019-2023)

**Concept Art & Design**  
Courses from Brainstorm and Syn Studio (2023-2025)

## SKILLS

### Concept

Stylized and Realistic Rendering  
3D modeling  
3D texture painting

### Tools

Blender  
Zbrush  
Unreal  
Photoshop  
Illustrator  
Sketchup  
Substance Painter

### Interpersonal Team

Team Player  
Problem Solver  
Creative Thinker  
Dedicated to the task at hand

## WORK EXPERIENCE

### ENVIROMENTAL CONCEPT ARTIST    SpaceX (Mission: Mars)    2024

- Created multiple concept art pieces for SpaceX's Mars Mission, including the mars base layout, colony designs, key art for external advertising, and more.
- Delivered concept pieces for both internal and external purposes.
- Worked under Anthony Sims and Elon Musk, 10 month contract.

### SET DEC. CONCEPT ARTIST    'Citadel' Amazon Prime    2022

- Created concept thumbnails, reiterations, and final illustrations of various spy gear props for the main characters.
- Recreated final illustrations to 'blueprint style' breakdowns with interior mechanism callouts to be used as set decoration.
- Modeled and fabricated select spy gear to be used as set decoration.

## PROJECTS

### LEAD CONCEPT ARTIST    Nakyta    2023

- Created character, environment, and weapon concepts for a 2D animated limited series, to be pitched to Nickelodeon in 2025.
- Focused on Afro-futurism and sand-punk worldbuilding.

### ART DIRECTOR / CONCEPT ARTIST    Minutes to Meltdown.    2024

- Art directed a team of 4 for Brackey's Game Jam 2025
- Created character, environment, and monster concepts for the first-person horror indie game.
- researched nuclear power plants, 1980s political movements, and other historical events significantly to aid the design.

### CONCEPT ARTIST    Chucky - Horrors Unboxed    2024

- Worked multiple roles as production designer, storyboard artist, and concept artist for Universal's 'CHUCKY - Horrors Unboxed' Commercial series.
- Created concepts art for set design, prop design, and key art of the 'final kill' scene.

### GAME DESIGNER / PROP DESIGNER    Escape The Night    2025

- Limited Horror-Reality Series for Youtube Originals
- Created, designed, fabricated, and directed multiple 'levels' of puzzles across a giant warehouse for Internet stars to solve.
- Utilized knowledge of level design to lead stars room to room.

### STORYBOARD ARTIST    Freelance    2023-2025

- Clients include Meta, Puma, Ray-Bans, Beyonce, Universal, and more.
- Worked professionally and efficiently with clients to deliver boards of various styles, genres, mediums, and demands.

## REFERENCES

**Anthony Sims**

contact provided upon request

**Susan Benjamin**

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**Bob Keen**

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