

## PROFILE INFO

Enthusiastic concept artist with a vast knowledge of 3D and 2D tools, dedicated to creating unique and striking concepts. Skilled at streamlining workflows and meeting high production standards. A collaborative team player with strong social skills, fostering clear communication and creative synergy.

## ACHIEVEMENTS

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

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

## EDUCATION

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

**Bachelor of Fine Arts in Production Design & VFX**  
University of North Carolina School of the Arts (2019-2023)

## SKILLS

**Concept**  
Stylized and Realistic Rendering  
3D modeling  
3D texture painting

**Tools**  
Blender  
Unreal Engine  
Unity  
Zbrush  
Photoshop  
Illustrator  
Sketchup  
Substance Painter

## STUDIO EXPERIENCE

**ENVIRONMENT CONCEPT ARTIST** SpaceX (Mission: Mars) **Feb - Nov 2024**

- Created futuristic and functional concept art pieces for SpaceX's Mars Mission, including the Mars base layout, colony designs, external station exteriors, and interior living spaces.
- Establish art style, tone guides, sketches, 3D blockouts, thumbnail iterations, environmental callouts, and final key-art concept pieces.
- Created polished concepts for external marketing and sales purposes.
- Worked under Anthony Sims and Elon Musk, 10 month contract.

**VIS-DEV CONCEPT ARTIST** Chronicler Software **Jan 2025-Now**

- Contributed to the development of a new sci-fi video game IP through concept art, visual direction, and puzzle design.
- Designed environments, props, and in-game puzzles. Building physical prototypes for puzzle mechanic testing.
- Collaborated with art directors, writers, and 3D teams to translate narrative and interactive ideas into cohesive visual systems.

**PROPS CONCEPT ARTIST** 'Citadel' Amazon Prime **May - Aug 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 for set decoration.
- Modeled and fabricated select spy gear to be used as set decoration.

## PROJECTS

**VIS-DEV CONCEPT ARTIST** Meta, Puma, Beyonce, etc **2023 - Now**

- Clients include Meta, Puma, TikTok, Ray-Bans, Beyonce, Universal, and more.
- Created concepts, storyboards, illustrations, real-time experiences, and 3D assets for various clients.
- Worked professionally and efficiently with clients to deliver boards of various styles, genres, mediums, and demands. (Utilized Photoshop, Blender, and UE5)

**ART DIRECTOR / CONCEPT ARTIST** Minutes to Meltdown **Feb 2025**

- Partnered with the engineering, QA, and design team to bring our game to life
- Produced color keys, lookbooks, tone guides, thumbnail sketches, and final illustrations
- Created character, environment, and monster concepts for the first-person horror indie game (Created in Unity and Blender)
- Researched nuclear power plants, 1980s political movements, and other historical events to aid the design.

**CONCEPT ARTIST** Chucky - Horrors Unboxed **June 2024**

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

**LEAD CONCEPT ARTIST** Nakyta **Jan 2022 - Jan 2023**

- Created character, environment, and weapon concepts for a 2D animated limited series to be pitched to Nickelodeon in 2026.
- Focused on Afro-futurism and sand-punk worldbuilding.