

## PROFILE INFO

Enthusiastic Production Designer & 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

## RECENT PROJECTS

### ENVIRONMENT CONCEPT ARTIST    SpaceX (Mission: Mars)

- Created multiple concept art pieces for SpaceX's Mars Mission, including the Mars base layout, colony designs, key art for external advertising, and more (Created in Unreal Engine 5).
- Establish art style, tone guides, sketches, 3D blockouts, thumbnail iterations, environmental callouts, and final key-art concept pieces.
- Worked under Anthony Sims and Elon Musk, 10 month contract.

### PRODUCTION DESIGNER    Coachella Ad Campaign

- Worked multiple roles as production designer, storyboard artist, and concept artist for Coachella X Snapdragon Ad Campaign
- Designed and built a 'glamping' set in the heart of Coachella campgrounds

### PRODUCTION DESIGNER    Coi Leray - Touring Stage Design

- Designed and developed the full stage concept for Coi Leray's live performance, from initial sketches to finalized visual direction.
- Created detailed concept art and mood boards to align the stage aesthetic with the artist's brand and performance energy.

### GRAPHIC DESIGNER & PROPS MAKER/MASTER    Very Important People (Series)

- Created on-the-spot custom graphics and props for Dropout's improv show, Very Important People.
- Organized and kept a mental list of over 500 props at a time, preparing them live, un-scripted, as the show went on. If actors asked for a prop we didn't have in our large inventory, I would need to make one by hand in under 5 minutes.

### ILLUSTRATOR & SET DECORATOR    Parlor Room (Series) - Dropout

- Worked as set decorator - sourcing, shopping, organizing, and decorating the set with both found and made elements.
- Created on-the-spot custom graphics and illustrations for Dropout's 'Parlor Room'
- Created board-game art and graphics for set dec.

### PROPS MASTER AND GAME DESIGNER    Escape The Night (Series)

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

### PRODUCTION DESIGNER    Chucky - Horrors Unboxed (ad)

- 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.

### SET DEC PA / SET DEC ILLUSTRATOR    'Citadel' Amazon Prime

- 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.