

About

Lighting and Compositing artist with a fine art background and a passion for storytelling. Gnomon alumni with a BFA in Digital Production as a 3D Generalist. Enthusiastically creative and excited to collaborate with a team to create compelling visual stories.

Memberships

Women in Animation
ASIFA
Creators Society

Languages

English
Spanish

Highlighted Skills

Concept Matching

Strong understanding of value, color, and overall compositional skills in visual language
Ability to translate 2D concepts into 3D while maintaining mood and balance of image

Collaboration

Experience partnering with individuals spanning diverse roles within the film production pipeline to ensure optimal project results
Effectively communicate both potential solutions and roadblocks to diverse stakeholders to ensure project alignment

Creative Problem Solving

Ability to balance creativity with analytical thinking to optimize processes and spark innovation
Adept at working in a team environment to identify roadblocks and source solutions

Education

Gnomon's Bachelor of Fine Arts in Digital Production
Gnomon's Foundation in Art & Design
Foothill College
Freestyle Academy of Communication, Arts and Technology

Professional Experience

IBEW 332 | Graphic Designer
Campaign Design Commission (May 2020 & 2023)

Individual Commission | Illustrator and Photo Compositor
Digital Painting Commission (Nov 2022)

Softwares

Adobe Creative Suite
Gaea
Google Suite
Houdini
Mari
Maya
MEL and Python for Maya
Microsoft Office
Mixamo
Mudbox
Nuke
Procreate
Quixel Mixer
Redshift
SpeedTree
Substance Painter
Unreal Engine
Vray
XGen
ZBrush

Software Skills

Compositing
Digital Sculpting
Lighting
Look Development
Matte Painting
Modeling
Texturing
UVing