

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.

Affiliations and Involvement

ASIFA

Creators Society

Lightbox Expo

Rookies 2025

Women in Animation

- *Mentee in WIA Fall 2025*
Circle: Breaking in (and staying in) as a Lighter or Technical Artist

Languages

English

Spanish

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

Studio 1 AM | Texture Artist

Prop Texture Artist (January 2026)

- Ensuring visual consistency with the established art direction and maintaining a cohesive style across textured assets.
- Incorporated art direction and feedback efficiently through iterative texture revisions.

Show California Baseball | Graphic Designer

Logo Redesign Commission (August 2025)

- Reworked a flawed design from a previous artist under a short turnaround, resolving key issues and exceeding the clients expectations.

IBEW 332 | Graphic Designer

Campaign Design Commission (May 2020 & 2023)

- Developed layouts for campaign flyers by incorporating client feedback while maintaining a clean and professional graphic design standard.

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

Software

Maya

- *MEL and Python for Maya*
- *MASH*
- *XGen*

NukeX

Vray

Unreal Engine

Redshift

Arnold

Houdini

Substance Painter

Mari

Quixel Mixer

Mixamo

ZBrush

Mudbox

SpeedTree

Gaea

Procreate

Adobe Creative Suite

Google Suite

Microsoft Office

Software Skills

Lighting

Compositing

Look Development

Matte Painting

Texturing

Digital Sculpting

Modeling

UVing