



Lighting and Compositing
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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