



3D Character Animator and Visual Effects Compositor specializing in creature and character animation. Focused on producing industry-standard animation and compositing work through strong realistic character acting, creature motion, and seamless CG integration.

Work Experience

Thompson Farm, Iva, SC

- **2020-2022, Ranch Hand/Horse Trainer**
Assisted with training yearling and customer horses while also helping with farm chores such as feeding, cleaning stalls, and bush hogging

Rounds Ranch, Bradley, SC

- **2021 - 2022, Machine Operator**
Operated and managed a grinder for faulty capsules sent by CasuleGel to be disposed.

LeFrancios Farm, Belton, SC

- **2024 - 2024 (June - Aug), Summer Ranch Hand**
Picked rocks from pastures, fixed and painted fences, and pressure washed the barns.

Australian Shepherds of 3/W Farms, Troy, SC

- **2025 - Current, Ranch Hand**
Cleaning horse stalls and dog kennels and exercising horses.

Rocket Donkey, Lexington, NC

- **2026 - Current, Ambassador**
Posted on social media to promote Rocket Donkey.

DiCola Design, Bradley, SC

- **2019 - Current, Freelance Commission Artist**
Fulfilled custom paintings and artistic requests from people

Education

Erskine College (Due West, SC) | August 2023 – July 2024

- **General Education**

Savannah College of Art and Design (Savannah, GA) September 2024 – Current

- **Currently Enrolled (BFA in 3D Character Animation Minor in Visual Effects)**

Skills

Autodesk Maya

Unreal Engine

Adobe Programs