

Summary

Emmy-winning 3D character animator with 8+ years of experience across TV, streaming, and interactive content. Specializes in character-driven and quadruped/creature animation, with deep expertise in motion design and storytelling. A strong collaborator with a background in project leadership, aligning animation with brand identity, and working closely with teams in both studio and remote environments.

Education

Savannah College of Art and Design
Graduated November 2013
B.F.A. in Animation

Anim Squad
2018 - 2019
Character Animation Workshops

Animation Mentor
Graduated March 2023
Character Animation Track

Skills

- 3D character animation
- 2D puppet character animation
- quadruped animation
- motion graphics
- project animation lead
- file organization
- previzualization
- compositing

Software

- Autodesk Maya
- After Effects
- Photoshop
- Premiere Pro
- Illustrator
- Cinema 4D
- Studio Library

Work Experience

Nick Jr. & Nickelodeon

Freelance Animator | March 2025

- Led animation and project coordination with freelance lighter/renderer for "Rubble and Crew" marquee on Paramount+

Lead Animator | November 2017 - August 2024

- Emmy-winning animation for "Keys" (Kids & Family: Outstanding Promotional Announcement, 2023). Animated Patrick from "Spongebob".
- Created seasonal shorts, interstitials, and campaigns across flagship IPs including "Blues Clues & You", "Paw Patrol", "Dora", and "Blaze". Adapted to a wide range of animation styles for projects like Face's Dance Party (interstitials), Kids' Choice Awards 2024 feat. SpongeBob's 25th Anniversary, "Nickmas" Snowballs (NFL), and imitating stop motion with 3D in "Tiny Chef" launch.
- Led various promotional projects in close collaboration with designers, art directors, and producers to ensure alignment with visual direction.
- Animated clean looped character and icon assets for "Super Bowl Goes to Bikini Bottom" broadcast overlays and spots, used in real-time during the game.
- 3D animation for Nick Jr.'s 2018 Rebrand network packaging with many IPs.
- Supported the Animation Director by managing Studio Library uploads and organization for use across in-house and freelance animators.

Animator | February - October 2017

- Animated characters and motion graphics for Noggin's "Play-Along Videos" – a series of interactive games built from existing show episodes. Worked in Maya and After Effects, collaborating closely with Unity engineers to ensure seamless integration. Partnered with producers to keep content on-brand for key IPs ("Bubble Guppies", "Wallykazam", "Umizoomi") while consistently meeting tight deadlines with high-quality deliverables.

Freelance Animator | September 2016 - January 2017

- 3D character animation for custom shorts including "Block Party", reimagining popular Nick Jr. characters as blocks
- 2D After Effects character and GFX animation for seasonal holiday campaigns

Los York

Freelance Animator | September 2018

- Meta Oculus Quest : 3D tracking animation for keynote presentation

Stoked

Freelance Animator | August 2016

- Maryland Ravens Lottery : 3D animation of 7 ravens for a stadium banner screen in Raven's football stadium
- Hershey's Cookie Layer Crunch : previzualization for announcement ad launch

Click3x

Freelance Animator | July 2016

- Viibryd : 3D animation, tracking and compositing for pharmaceutical ad

Freelance Animator | March 2016

- Vitafusion : 3D animation for bouncy gummy character on live footage

Intern Animator | September - October 2015

- Skippy Peanut Butter : 3D animation and tracking for live-action commercial
- Coffeemate: 3D gingerbread character animation for a series of holiday spots