

3D PROFESSIONAL EXPERIENCE

DIGITAL SCULPTOR / 3D ARTIST (2020 - PRESENT) FREELANCE

- Working with toy companies and independent artists on various 3D needs, including sculpting prototypes, digitally painting sculpts, and prepping models for renders.

DIGITAL SCULPTOR / 3D ARTIST (2021 - 2023) FUNKO

- Sculpting many collectibles in several different form factors to the quality that Funko requires, as well as understanding the limits of what can be translated to a 3D physical figure, including thickness, size restriction, balance, and safety concerns.
- Working on many projects for a variety of licenses including Marvel, DC, Star Wars, TMNT, and Disney.
- Monitoring projects for quality throughout all stages of production, from sculpt, to output, to molding, to the final packaged product.
- Providing any necessary notes or redlines to the factories to help with quality control during production

DIGITAL SCULPTOR / 3D ARTIST (2017 - 2021) MANA STUDIOS

- Sculpting anything from vinyl toys, to action figures, to pop art statues, to video game tournament trophies.
- Working closely with the studio's engineers when finished sculpt needed to be produced in-house.
- Some of the projects I've worked on have been for clients such as Spinmaster, Moose Toys, Sideshow Collectibles/Unruly Industries, Ubisoft, Capcom, and Silent Stage.
- Sculpting assets for a variety of licenses including Fortnite Battle Royale Collection, Hatchimals, Dragamonz, Goojitzu, Paw Patrol, and Capsule Chix.
- Directed the new design for Mana Studios' website and made updated renders for studio projects.

3D EDUCATION

CREATING APPEALING CHARACTERS (2016) MOLD 3D

Taught by Dylan Ekren, focused on taking a concept from 2D to rough sculpt all the way to a finished posed model while finding and improving the appeal. Courses were carried over eight weeks with weekly lessons and critiques.

TOOLS + SOFTWARE

**ZBRUSH, BLENDER3D, SUBSTANCE PAINTER,
ADOBE SUITE (PHOTOSHOP, ILLUSTRATOR,
INDESIGN), MAC + PC PROFICIENT**

OTHER SKILLS

Digital Sculpting - Sculpting for print - High to low poly pipeline - PBR Materials - Graphic Design - Vector Images - Enthusiastic when working with creative teams - Taking direction - Very organized - Adapting well to new programs and environments - Staying focused under deadlines.