**EDUCATION**

**Bachelor of Fine Arts – Filmmaking Concentrating in Animation May 2024**

University of North Carolina School of the Arts (UNCSA), Winston-Salem, North Carolina

**Associate in Fine Arts – Visual Arts December 2019**

Durham Technical Community College, Durham, North Carolina

**Visual Effects Production Diploma September 2016**

The Digital Animation and Visual Effects School (DAVE), Orlando, Florida

**PROFESSIONAL EXPERIENCE**

**Owner/Founder – Right-Brained Studios, LLC June 2023 – Present**

**2D Artist/Illustrator/Graphic Designer (Internship) January 2025 – April 2024**

**– UNIVERSAL PHOENIX GROUP LLC, Remote**

* Digitally illustrated unfinished model sheets for character in game “High Flyer”
* Storyboarded, drafted, illustrated and designed characters for an issue of company’s comic book series “Steam Dreams”
* Coordinated w/ fellow interns to make a digitally illustrated second draft issue of comic

**2D Animator August 2023 – May 2024**

**– 2D Production, *Flag of Bone* (film), UNCSA, Winston-Salem, NC**

* Consulted on storyboarding to expand on action and emotional beats
* Animated, lined, and colored characters in action sequences
* 3D camera effects to achieve environmental depth

**Co-Director/Director of Animation/2D Animator August 2022 – August 2023**

**– 2D Production, *The Legend of Midnight* (film), UNCSA, Winston-Salem, NC**

* Previsualized, storyboarded, and provided concept art and backgrounds
* Animated, lined, and colored characters
* 3D camera effects to achieve depth and parallax

**Teacher’s Assistant (Volunteer) July – August 2017**

**– Exceptional Minds, Los Angeles, CA**

* Program for students on the Autism spectrum
* Assisted in summer workshops teaching VFX and Digital Painting
* Helped students complete assignments and demo reels

**Modeler/Rigger/ Texture Artist/Compositor September – December 2016**

**– 3D/CGI Production, *Every Time* (film), The DAVE School, Orlando, FL**

* Modeled, UV mapped, rigged, and textured 3D assets
* Rotoscoped and added glow effect into live action
* Rendered and Green screened actors into CG environment with textures and lighting

**3D Animator July – September 2016**

**– 3D/CGI Production, *Green Harvest* (film), The DAVE School, Orlando, FL**

* Researched for environment and animation references
* Previsualized scenes to match the director’s vision
* Animated shots in Maya; set up camera and assets
* Polished Motion Capture data in Maya
* Hair & Cloth simulation of 3D assets

**REFERENCES**

**Michael Bauer**

Computer Graphics Supervisor

Industrial Light and Magic

818-378-7113

[bauer@ilm.com](mailto:bauer@ilm.com)

Spent some time consulting me during my job search

**Jerone Dodd Jr.**

Chairperson

Universal Phoenix Group, LLC

Atlanta, GA; Memphis, TN

[jdodd@upg-corp.com](mailto:jdodd@upg-corp.com)

My boss during my Spring 2025 internship for UPG, LLC

**SOFTWARE**

Adobe After Effects | Adobe Photoshop | Adobe Premier Pro | Autodesk Maya | Toon Boom Harmony

**ACHIEVEMENTS**

* 2nd Degree Black Belt in Tae Kwon Do & Hapkido
* Eagle Scout for Boy Scouts of America (2014)
* Phi Theta Kapa Honor Society (Durham Technical Community College 2018)
* Associate in Fine Arts Award (Durham Technical Community College 2019)