

PROFILE

Junior artist based in Los Angeles with 1+ year of experience in look development for animated film and game pipelines. Team member on indie productions creating stylized assets and renders. Passionate about carrying the expressive nature of concept art and painting through to the final look.

EDUCATION

Bachelor of Fine Arts

Gnomon, North Hollywood, CA
2025

SKILLS

Technical

- 3D Modeling
- 3D Sculpting
- NPR stylization
- Texture baking
- Hand painted texturing
- Game optimization
- Image retouching

Software

- Autodesk Maya
- Unreal Engine
- Blender
- Pixologic Zbrush
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Illustrator
- Houdini

PROFESSIONAL EXPERIENCE

Mayoki Imagines

Look Development Artist
03/2026 - Present

- Developing production-ready 3D environments and models for use on animated short film, maintaining stylistic cohesion with concept art.
- Working with the director to guide the film's visual language through rendering R&D and asset iteration.
- Leading look development and collaborating with team members in post-production to achieve a highly stylized result.

PROJECT EXPERIENCE

The Fairy Forest

3D Generalist

- Created the stylized hero fairy asset with custom sculpt, retopology, and groom optimized for an animation pipeline.
- Retouched and composited the final render using Photoshop and Premiere Pro.
- Collaborated with professors and colleagues to iterate and improve look development and finishing on all assets.

The Big Beaver

Look Development

- Designed a 'painterly' render style in Unreal Engine 5 utilizing cards, custom materials, and blueprinting.
- Created and iterated on a custom Houdini creature groom with brushstroke alphas.
- Synthesized appropriate reference boards and research materials to achieve the impressionist style of the original concept.