



THUMBNAIL	TITLE	PROGRAMS	RESPONSIBILITIES	DESCRIPTION
	HBO Max Spec Commercial - 2025	Maya, Houdini, Substance Painter	All Parts	<p>This project, was a small team collaboration at SCAD with the goal of developing a full 30 second spec commercial. Our actress was shot on a green screen stage with accurate lighting setups to a prebuilt environment I made. I worked closely with my supervisor to deliver a photo-realistic environment fitting within our theme of "The Last of Us".</p>
	Celestial Court - 2025	Unreal Engine 5.6, Maya, Houdini, Substance Painter	Environment, Lighting	<p>For this film, I was brought on as the lead environment artist to develop a full piece designed for shooting on the XR stage. During the process of creating this I learned multiple new softwares, including a skybox software that I used to make the skybox you see. I also worked closely with another CG artist to fine tune the pillar structures flanking the central walk way.</p>
	Abandoned Garage - 2025	Unreal Engine 5.6	Look Development, Lighting	<p>This was a solo class project with the goal of testing different lighting techniques inside of Unreal Engine. This piece is using a combination of interior and exterior lights to appropriately illuminate the scene. I sourced most of the assets from the FAB marketplace, and modeled those that I couldn't find like the cloth on the car and some of the boxes on the shelves.</p>



THUMBNAIL	TITLE	PROGRAMS	RESPONSIBILITIES	DESCRIPTION
	Snow River - 2025	Unreal Engine 5.6	All Parts	This was also a solo class project with the goal of developing a full landscape from scratch and then lighting it according to reference we gathered beforehand.