

THUMBNAIL	TITLE	PROGRAMS	RESPONSIBILITIES	DESCRIPTION
	HBO Max Spec Commercial - 2025	Maya, Houdini, Substance Painter	Modeling, Lookdev, Animation	This project, was a small team collaboration at SCAD with the goal of developing a full 30 second spec commerical. 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".
	4 Ways to Destroy South Aspen High - 2026	Maya, Houdini, Substance Painter	Modeling, Lookdev, Lighting	4 Ways was the work of over 70+ people, and more specifically 3 other VFX artists including myself. The project was completed over the course of a year and was taken from ideation all the way through. I was the lead CG artist for the entire project. This explosion sequence I modeled the building from reference of an academic building at SCAD called Arnold Hall (where most of the interior shots were filmed). Everything down to the street signs is hand modeled by me except the 3 cars present in the scene simply for time sake. I worked on other shots in the film that are not present in this reel, like the lockers seen in most hallways, and even did roto for a shot.
	48 HR Render Challenge - 2026	Maya, Houdini, Substance Painter	Modeling, Lookdev, Lighting	A 48 hour render challenge done in collaboration with 2 other students where I had the role of lead CG artist and was responsible for all CG work in the project except the character, even though the character is a model of me. It was a fun challenge trying to produce something high quality in just 48 hours.
	Enemy Within - 2026	Unreal Engine 5.6	Modeling, Lookdev, Lighting	This project, was a large team collaboration at SCAD developing a full film from start to finish. While I joined the project in the later stages of the pipeline, due to file transfer issues and shifts in story the project was essentially redone from scratch in the final 10 weeks. The speaker shot is the only shot I have included in my reel but I helped on more than 10 shots with asset creation, lookdev, lighting, rendering, and general troubleshooting.

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.
	4 Ways to Destroy South Aspen High - 2026	Maya, Houdini, Substance Painter	Modeling, Lookdev, Lighting	4 Ways was the work of over 70+ people, and more specifically 3 other VFX artists including myself. The project was completed over the course of a year and was taken from ideation all the way through. I was the lead CG artist for the entire project. This explosion sequence I modeled the building from reference of an academic building at SCAD called Arnold Hall (where most of the interior shots were filmed). Everything down to the street signs is hand modeled by me except the 3 cars present in the scene simply for time sake. I worked on other shots in the film that are not present in this reel, like the lockers seen in most hallways, and even did roto for a shot.