

## Projects

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### **Prop Artist- The Train to Cedar Ridge**

January 2022- June 2022

Game Project

- Using Maya to create both modular and hero assets
- Collaborating with seven others to create a functional and fun to play game.
- Creation of assets that are optimized for Unreal Engine 4
- Tested game for bugs, and ran gameplay testing sessions.

### **Head Unreal Blueprinter- Well Done!**

March 2021- May 2021

Class Project

- In charge of all systems design, and blueprints within Unreal Engine.
- Collaborated with four others to produce a functional game.
- Worked within the Agile methodology

### **Prop Artist- Fort McAllister Museum Exhibit**

January 2021- March 2021

Class Project

- Modeled and textured a series of cannons
- Collaborated with fourteen others to produce a tangible museum exhibit.

## Job Experience

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### **Waitress at Chuy's - Corpus Christi, TX**

June 2022- Present

- Took customers' orders and brought them food and drinks, while doing various side duties
- Learned to multi-task and work under pressure
- Strengthened my communication and customer service skills

### **Team Member at Rise - Savannah, GA**

November 2020- December 2021

- A mix of helping customers in the front and working in the kitchen making biscuits and sandwiches.
- Thrived in a fast paced environment
- Communication skills required
- Furthered my customer service skills

## Skills

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- Adaptability
- Strong communication skills
- Team oriented
- Detail oriented
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe XD
- Unreal Engine 4
- Autodesk Maya
- Blender
- Substance Painter
- Substance Alchemist
- Microsoft Word
- Microsoft Excel
- Waterfall/ Agile
- Trello/ Discord/ Miro

## Awards

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### **Runner up in the Air category**

May 2019

Sand Arts Competition- SCAD

### **Grand Prize Winner**

April 2019

Surf's Up Surfboard Design  
Competition- SCAD

## Education

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### **B.F.A in Game Development**

June 2022

Savannah College of Art and Design