

QUALIFICATIONS

Advanced proficiency in Adobe Creative Suite, with a strong focus on After Effects and Adobe Animate for producing polished, production-ready 2D animations.

Hands-on experience using Spine to build game-ready character rigs and animations that integrate smoothly into professional development pipelines.

Strong foundation in character and prop rigging, animation principles, and character acting to deliver expressive, story-driven performances.

Working knowledge of Unity UI and asset integration workflows, enabling effective collaboration with developers and cross-functional creative teams.

Highly organized communicator with experience working within structured production pipelines and collaborative team environments.

Self-driven and growth-oriented, with a proven ability to incorporate feedback, iterate efficiently, and continuously expand technical and artistic skill sets.

EDUCATION

Massachusetts College of Art and Design
Bachelor of Fine Arts degree in Animation
September 2021-May 2025

ADDITIONAL PROGRAMS

Mac & PC, Proficient in ToonBoom Harmony, DragonFrame, Adobe Photoshop, Animate/Flash, Illustrator, and After Effects.

AWARDS & RECOGNITIONS

FilmOneFest Nominee – Annual international short film festival.

JoyArt 2025 Finalist – Technical Art Category.

MassArt All-School Show Nominee – Recognized for outstanding creative work among peers across departments.

EXPERIENCE

Creative Studio Assistant / Multimedia Designer

Collaborative Design & Animation Projects - Oct 2025–Present

- Supported the production of corporate animations for social media, assisting with motion design, visual polish, and asset delivery.
- Contributed to sample event marketing campaigns, creating graphics and animated elements across multiple touchpoints.
- Developed package design concepts, including logo ideation, layout exploration, and final execution.
- Gained hands-on experience in multidisciplinary creative workflows spanning animation, graphic design, branding, and multimedia production.
- Worked under creative direction while independently executing design solutions and iterating based on feedback.

FableVision Studios – Boston, MA

2D Animation Intern – Fall 2023 (Junior year)

- Created custom 2D art assets in accordance with client briefs and project specifications across multiple interactive media projects.
- Designed and rigged characters in Adobe Animate, ensuring animation-ready builds optimized for integration into game environments.
- Collaborated closely with Creative Directors and fellow interns to align visual direction and animation quality with project goals.
- Contributed to UI animation and asset implementation within the Unity game engine, gaining hands-on experience with production pipelines.
- Participated actively in team and company meetings, providing creative input and receiving feedback to refine work quality.

Massachusetts College of Art and Design

Senior Year Film

- Developed a two-minute short film over the course of seven months
- Produced and edited multiple style frames, storyboards, and animatics
- Worked closely with multiple professors to ensure the quality of the project and meet deadlines

Teacher's Assistant – Animation Department

- Created clear, structured handwritten notes and visual aids to support student learning across seminar topics.
- Managed digital file distribution and organization for class materials throughout the semester.
- Held regular office hours to support students one-on-one, reinforcing lessons and helping troubleshoot project challenges.