



Previous Employment:

Corridor Digital, Los Angeles, CA
Jan 2021 - Current

Creative/Technical Producer

Research and Development for film production fabrication, including building various sets and camera tech workflows, visual effects research, shooting/producing/editing videos for YouTube and Corridor Digital SVOD service.

NODE Studios, Los Angeles, CA
June 2020 - Jan 2021

Showrunner

Shooting, Producing and Editing web video content for Node, a gaming and live-action Youtube channel with an ensemble cast. Managing brand integrations with sponsors, fabrication of props, game design.

Studio71- Beverly Hills, CA
Feb 2015 - May 2020

Designer

Design Team
Maintaining Studio71 outward facing brand, visually branding top-tier YouTube/web talent, motion graphics, show development.

Scripted Development

For Ellation/Crunchyroll/VRV as show buyer
Initial pitch deck, pilot draft, and worldbuilding groundwork for unannounced/undeveloped animation project for Crunchyroll.

Projects:

NODE Studios / Corridor Digital

Son of a Dungeon - 2021

Shooting, Editing, Production Design, Costume Design on Corridor Digital SVOD Dungeons & Dragons series.

Literally Teaching Old Dogs New Tricks - 2020

In collaboration with Markiplier, I directed, shot, and edited an unscripted short at a local pug shelter testing whether senior dogs could learn some new tricks, to great comedic effect.

Extra Life Charity Stream - 2020

Produced a 24hr charity live stream benefitting Children's Miracle Network of Hospitals, raising over \$11K in that time.

Warframe Prop Commission - 2018

Over the period of two months, constructed replicas of hero props from 'Warframe' by Digital Extremes using 3D Printing and Arduino microcontrollers.

Rocketjump

Anime Crimes Division - 2018

Built motion graphics assets for Crunchyroll and Rocketjump's "Anime Crimes Division," which can be viewed on YouTube and Crunchyroll.

Technical Skills:

- Vector and Raster Design/Brand Identity
- Motion Graphics and Visual Effects
- Video Post-Production
- Basic 3D Printing and Rapid Prototyping
- Laser Cutting/Engraving
- 3D Modeling and Animation
- Costume/Prop Fabrication

Software Skills:



- Adobe Certified in Illustrator CC
- Adobe Certified in Photoshop CC
- Adobe Certified in Premiere CC
- Adobe Certified After Effects
- Proficiency in Adobe Indesign CC
- Proficiency in AutoDesk Fusion 360
- Proficiency in Maxon Cinema 4D and Octane Render

Education:

Ball State University - Muncie, IN

Bachelor of Arts in Telecommunications

Focus in Digital Production, Emerging Media, May 2015

Studio71, LP

Mr. Mom | Vudu - 2019

Served as VFX Artist on reboot of "Mr. Mom," building sign and screen replacements, and painting out production errors.

Fetch Me A Date/I Want My Stuff Back | Facebook - 2019

Built motion graphic elements for unscripted Facebook Watch formats built around dating/relationships.

The Real Bros of Simi Valley S2 | Facebook - 2018

Served as sole VFX Artist on Real Bros of Simi Valley, building sign and screen replacements, and painting out production errors.

LifeLine | A YouTube Red Original Series - 2017

Served as On-Set Graphic Designer in the Art Department, built assets for hero props, various computer monitors, and other story-related bits of information. Released Fall 2017 on YouTube Premium.

Creator Visual Identities | Various - 2015 to 2020

Designed the brands of various top-tier Youtube creators, including Lilly Singh, Mamrie Hart, Hannah Hart, and Grace Helbig