

Motion Graphics Designer with 5+ years experience in News Media and Entertainment.
Currently a Motion Graphics Designer for Saturday Night Live.

Motion Graphics, Animation, Visual Effects,
Lighting, Physical Rendering, Physical Dynamics and Mograph,
Character Animation, Character Rigging, Modeling, Texture Mapping,
Compositing, Cinema 4d to After Effects workflow.
Possesses expert understanding of the Adobe Creative Suite.

SOFTWARE

Cinema 4D, After Effects, Photoshop, Illustrator

EDUCATION

BFA received from Carnegie Mellon University
With a concentration in Animation and Special Effects. 2012-2016

CAREER

NBC UNIVERSAL
Paid internship as a Graphic Designer for NBC Artworks Department. SUMMER 2014

NBC UNIVERSAL
Freelance Motion Graphic Designer for NBC Artworks Department. SUMMER 2015

NBC TODAY SHOW
Freelance Motion Graphic Designer for NBC Today Show. 2016-2017

HBO
Freelance Motion Graphic Designer for HBO Digital Social Media Department. 2017-2018

SATURDAY NIGHT LIVE
Freelance Motion Graphics Designer for Saturday Night Live.
Creating show packages and other visual effects on a weekly basis. 2017-CURRENT

NOTABLE EXPERIENCES

GLOBAL CITIZEN FESTIVAL
Designed full frames for the live broadcast of the Global Citizen Festival airing
On MSNBC in 2015.

FIDEL CASTRO OBITUARY
Designed Graphics Package for Fidel Castro's Obituary airing across
NBC News Network in 2016.

SHARP OBJECTS
Created on-site artwork for the premiere of HBO Sharp Objects in Los Angeles.
Composited red carpet photos with predesigned animation to create unique
content for the show premiere in Summer 2018.

POP CULTURE LIVE
Developed concepts and executed full graphics package for Pop Culture Live,
A trivia app developed by Treehouse Interactive in 2018.

EMMY AWARD
Received an Emmy Award through Saturday Night Live Graphics Department.