



EDUCATION

Sept 2015 - Apr 2021

Bachelor of Fine Arts, Illustration
ArtCenter College of Design - Pasadena, CA

Achievements:
Provost List, 2015-2021
Denhart Family Sustainability Scholarship

EXPERTISE

Adobe Photoshop CC
Adobe After Effects CC
Adobe Substance Painter
ZBrush
Illustration
Sculpting
Painting (Digital + Analog)

WORK EXPERIENCE

May 2023 - Oct 2023

Freelance Illustrator for Adam K. Huttenlocker PHD

Adam Huttenlocker - Associate Professor of Clinical Integrative Anatomical Sciences at USC

- Digitally reconstructing damaged fossil skull material for a new dicynodont species .
- 3D printed life sized skull restoration to be used in education and outreach.
- Created 3d rendered life restoration of Argodicynont to be used as promotional artwork for research publication, and featured on the cover of volume 43 of the "Journal of Vertebrate Paleontology."

Feb 2023 - Mar 2023

Freelance Illustrator for Jorge Velez-Juarbe

Jorge Velez-Juarbe - Associate Curator, Mammalogy at NHMLAC

- Worked directly with Jorge to help reconstruct the newly described species of Oligocene dolphin - *Olympicetus thalassodon*.
- Created scientific illustrations depicting reconstructed fossil elements including teeth and skull to be used in research publication.
- Digitally painted life restoration that was published online in "Popular Science" and others.

Mar 2022 - Jul 2022

Freelance Illustrator & Animator for La Brea Tar Pits

George C. Page Museum - Los Angeles, CA

- Created scientific illustrations that accompanied Museum Paleontologists' research paper that was published in volume 381 of "Science"
- Animated four separate paintings into short clips in Adobe After Effects that demonstrated and supported the paleontologists' research for their published paper.

Jan 2021 - May 2022

Freelance Digital Sculptor for LA Underwater Exhibit

Natural History Museum Los Angeles County - Los Angeles, CA

- Created scientific illustrations and reconstructions of fossils to aid Museum Paleontologists in making decisions on how to depict prehistoric animals for the exhibit.
- Digitally sculpted a series of nine 3D Prehistoric animals that existed in L.A. and worked alongside the lead animator in preparing the models for digital gallery experience.
- Coordinated between Museum Paleontologists and Museum Exhibits team.