

Experimental 2D animator with a passion for storytelling and character design. Adept at in-betweening and digital compositing.

TECHNICAL SKILLS-

Software: Photoshop, Flash, After-Effects CS6, TV Paint, Celtx

Traditional skills: clay sculpting, drawing/inking

EDUCATION:

School Of Visual Arts (2013-2017)

New York, NY

Valley Central High School (2005-2008)

Montgomery, NY

WORK EXPERIENCE:

"El Pulgarcito" Assistant Colorist (2013)

New York, NY

Freelance Concept designer (2014-present)

New York, NY