



PROFESSIONAL EXPERIENCE

- Owner, Ericana Productions** Jan. 2023 - Present
- On-Set Unreal Operator for Eisley Creative Co.
 - Public Speaker for CWVFF24 on Virtual Production and Pitch Visualization
 - (UAI) Mentor for CG Spectrum | Screen Industry Training Hub
- Unreal Authorized Instructor, Training Partner for Epic Games** Jan. 2021 - Present
- Teaching Assistant for Winter and Spring 2021 Unreal Fellowships
 - Instructor (Animation, Maya) for Summer 2021 Unreal Fellowship
 - Unreal Artist & Instructor for Tribeca Film Festival: Writing In Unreal
 - Mentor for CG Spectrum | Mastered (Unreal Authorized Training Centers)
 - Instructor | Mentor for Unreal 2022 Spring Fellowship | Animation Fellowship 2023
- Freelancer** Aug. 2018 - Dec. 2022
- Unreal, Motion Capture, Previs, Video Editing, Pipeline Development
 - Clients: Trick 3D, Profile Studios, Interactive Advantage, MoTR, Proxi VP, Arcturus
- Virtual Humans Animator (Blueprints), ETC@USC's Fathead** Jan. 2022 - Apr. 2022
- 2023 NAACP Image Award Nominee for Outstanding Short-Form (Live Action)
 - Scripted Blueprint Triggers to randomize Virtual Human Animations on LED Wall
- Adjunct Professor, Georgia Tech. | Gwinnett Technical College** Aug. 2018 - July 2019
- Taught Maya, Unreal Generalist skills for Storytelling
 - Taught Wordpress Content Management for Portfolio Development
- Technical Manager, Trick 3D** Jan. 2015 - Feb. 2018
- Facilitated On-Set Virtual Production Shoots, Motion Capture, Calibration, Cleanup
 - VR / AR Tech Demos for Archvis / Cinematic Previs, Developed Previsualization Tools
 - R & D Project Pipelines, Shotgun, Public Speaking, Documentation
- Effects Technical Assistant, Warner Media Studios (formerly Turner Studios)** June 2014 - Aug. 2014
- R & D for Nuke, After Effects, Maya and Alembic workflows
 - Color Management for Nuke | Scripted in Javascript, Python

EDUCATION

- Georgia Institute of Technology, Atlanta, GA**
- Master of Science in Digital Media (May 2014), 3.92 GPA
 - Bachelor of Science in Computational Media (May 2011), 3.91 GPA Highest Honors
 - **Savannah College of Art and Design, Atlanta, GA** (ANIM, VFX, TECH Courses)

SKILLS

- **Expertise:** Virtual Production | Technical Animation | Motion Capture | Technical Training | Mentoring | Sequencer | Previs | Unreal Blueprints | Storytelling | 3D Generalist | Pipeline Development | R & D
- **Software:** Unreal | Maya | Adobe Audition & Premiere | MotionBuilder | Optitrack MCS | Shotgun | 3ds Max