

## PROFESSIONAL EXPERIENCE

### Riot Games - 2XKO | Seattle, WA

Rigging Technical Artist II Jan. 2025 - present

- Shipped 2XKO on PC and Console supporting rigging needs on core gameplay and cosmetics.
- Refactored and re-designed cosmetic production tracking workflows in Airtable, restructuring data, building automations, and creating artist-facing interfaces to improve clarity and scalability.
- Established cosmetic quality standards, balancing visual fidelity with performance and evolving production constraints.

### Riot Games - 2XKO | Remote

Rigging Technical Artist - WOARior (contract) Jan. 2024 - Dec 2025

- Rigged and implemented champions, skins, and props in Unreal Engine, including physics setup.
- Managed vendor deliveries and provided structured feedback and documentation, improving quality consistency and efficiency over time.
- Developed new rigging components and enhanced internal tools to reduce pipeline friction and minimize downstream errors.

### Steamroller Technologies | Mount Dora, FL

Pipeline TD Sept. 2023 - Dec. 2023

- Established a real-time rigging and animation pipeline for an interactive experience, supporting structured asset export and Unity integration.
- Built a modular Python export framework enabling configurable batch exports from reusable pipeline components.
- Developed a configurable asset validation system to maintain the integrity of asset types across the pipeline.
- Created core utility, rigging, and animation libraries for Maya in Python.
- Supported modeling, rigging, animation, and integration teams by troubleshooting data flow issues and maintaining pipeline reliability.

### Riot Games - League of Legends | Remote

Technical Art Intern - Rigging Jun. 2023 - Sept. 2023

- Rigged and implemented several skins for the Lee Sin art and sustainability update.
- Enhanced the existing animation retargeting tool to expand its functionality.

### Mikros Animation | Paris, France

Rigging Intern Jun. 2022 - Aug. 2022

- Utilized the internal rigging system to develop a biped rig.
- Created prototype rig components for joint-based dynamic hair and cloth setups.

### Freelance Rigging Artist | Remote

July 2020 - Dec. 2023

- Engaged with clients to clarify project goals and expectations.
- Developed rigs using personal custom rigging system (Rigamajig) to meet various project-specific requirements.

## EDUCATION & TRAINING

### Savannah College of Art and Design

BFA in Animation | Technical Animation

June 2023 | Savannah, GA

GPA: 4.00 - Summa Cum Laude

#### Outstanding Academic Achievement Award

Granted by SCAD to two students from each of the university's eight academic schools who demonstrate remarkable talent and leadership qualities.

### Rigging Dojo

Optimizing Rigs for Parallel Evaluation

Sept. 2022

### Animschool - Express student

Advanced Facial Rigging

Apr. 2020 - Jun. 2020

## SKILLS

### Technical Skills

Scripting and Programming

Facial Rigging

Problem-Solving

Cross Discipline Communication

### Relevant Software Proficiencies

Maya

Unreal Engine 5 / Unity

ZBrush

Houdini

Github / Gitlab

Perforce / Plastic SCM

Shotgrid / Jira / Airtable

## ACHIEVEMENTS

### 'Animation First' Festival Juror 2023

Selected 'Best in Show' from over 20 student films

### Rookie of the year - Finalist 2022

Finalist in the 'Rookie of the year' category

## ADDITIONAL PROJECTS

### Rigamajig2 (modular rigging system)

- Layered Data Centric modular rigging toolset
- Rig components optimized for parallel eval