

EDUCATION & ACHIEVEMENTS

- BFA in Animation and Visual Effects at Academy of Art University, San Francisco, CA

August 2003- May 2008

- Best Game Model, Academy of Art Spring Show, 2008

Walter Sobchak (character model)

- 3rd Place for Game Design, Academy of Art Spring Show, 2008

Prison Bitch (card game)

- 3rd Place for Maquette Sculpture, Academy of Art Spring Show, 2007

Socrates the Proboscis Monkey (maquette sculpture)