



## ◆ EDUCATION

### **Savannah College of Art and Design**

2019

Bachelor of Fine Arts in Animation

Courses of study included 3D and 2D animation, 3D rendering, hard surface and organic modeling, screen design, game design, along with foundational design, drawing, and art history courses

## ◆ SKILLS

### **Software:**

- Autodesk Maya
- Zbrush
- Substance Painter
- Unreal Engine 4,
- Adobe Photoshop
- Adobe Illustrator
- Substance Designer
- Blender

### **Technical Skills:**

- Modeling
- Sculpting
- PBR surface texturing
- UV layouts
- Texture and material creation
- Modular scene creation
- Screen and level design

### **Professional Skills:**

- Full understanding of the artistic pipeline in professional work.
- Team communication.
- Iteration based on directorial feedback.

## ◆ WORK EXPERIENCE

### **Little Lilly:** Sanket Tonde

2019

Lead Modeler, Mecha designer

Worked closely with the director to design and model primary hard surface assets.

### **Perry's Steakhouse:**

2021

Server Assistant

Worked many roles from prep and cleaning, to serving guests in a fine dining establishment. Very committed to guest satisfaction, with exceptionally high standards.

## ◆ REEL & SITE

<http://www.ReidWarburton.com>

## ◆ REFERENCES

Available upon request