



SUMMARY OF QUALIFICATION

An entertainer at core, where it be for animation, video games, or acting. Currently pursuing a degree in 2D animation with a minor in the performing arts for theater or on camera.

SKILLSET

Technical Skills

- 2D Animation
- Photography
- Filmmaking
- Film Editing
- Photo Editing
- Acting
- Voice Acting
- Profound Knowledge of Video Game History
- Texture Editing
- Script Writing
- Character Artist

Software Skills

- Adobe Photoshop
- Adobe Premiere Pro
- Toon Boom Harmony
- Microsoft Office
- G Suite

EXPERIENCE

The Royal Patch mod for Persona 5 – Project Manager & Director

October 2020 – Present

Currently organizing and managing a small team of modders to port over as much content from the remake on PlayStation 4, Persona 5: Royal, to the original base game on PlayStation 3, Persona 5. Additional responsibilities include working on assets, portraits, textures, text, UI, weapon properties, enemy and character properties, and weapon model materials.

Colorful Title Screen Models mod for Persona 5 – Texture Artist

October 28, 2020

Worked on texture swaps and naming conventions for each of the main character models in the title screen of Persona 5.

Colorful Battle UI mod for Persona 5 – Texture Artist

September 2020 – October 2020

Recolored the battle sprites for dungeons and battles for a Persona 5 modification. Responsible for cleaning up an existing UI and other game elements from a separate modification in addition to editing the x,y values of the sprite positions.

Candy Crushed II – Director

March 2020

A parody commercial for Super Smash Bros. Ultimate that has no dialogue, everything is told in action. Responsible for storyboarding, directing, filming, and editing.

The Hero No One Asked For – Director

November 2018

A comedy short film on a student who wants to be a superhero. Responsible for script writing, directing, casting, filming, and editing.

Candy Crushed – Director

October 2018

A silly comedy on two friends arguing over cake. Responsible for script writing, directing, filming, and editing.

EDUCATION

Savannah College of Art and Design (SCAD)

Atlanta, Georgia, USA

BFA 2D Animation, minor in Acting for Camera. Expected graduation Spring 2022.

The American International School of Muscat (TAISM)

Muscat, Oman

High School Diploma. Graduated May 2017

ACCOLADES

Big Personas Backport mod for Persona 5 by Magatsu

Fixed VFX and SFX for a skill that was ported over from Persona 5: Royal

One of biggest and most popular mod projects for Persona 5 that ports over personas and skills from Persona 5: Royal as well as Persona 3, Persona 5: Strikers, and other miscellaneous games from Atlus.

P5R Bustup Portrait Backport Mod for Persona 5 by Chlor and Raxis

Helped with quality checking and positioning the bustup parameters for the assist bustups

A large mod for Persona 5 that ports over the new and redrawn portraits from Persona 5: Royal to the PlayStation 3 version of Persona 5, and adds the portraits for new characters as well for people to use in their own mods.