



contact info

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education

Miami Dade College	-	A.A. Computer Art Animation	-	Fall '10 - Winter '14
University of Florida	-	B.A. Digital Arts and Sciences	-	Fall '14 - Spring '17
Savannah College of Art & Design	-	M.A. Motion Media Design	-	Fall '18 - Spring '20

projects

Looking for Good - Live Stream Channel

Ongoing

Collaborated with a team of students, scholars, and designers to create a live streaming production platform that explores academia and digital media through interactive media and creates a conversation on culture, social issues, and media theory. Contributed video editing, motion graphic design, social media outreach, and collaborative design and direction as a producer and co-host.

Extra-Life Charity Events & Live Streams

Ongoing

Founded and organized charity events and marathons at UF and assisted in founding the official Gainesville branch. Managed live production and media asset creation for events as director, producer, technician, and on-screen talent. Over a quarter million dollars have been raised for the local UF children's hospital as of 2019. Continued offering support and volunteer work since graduating.

Gregmakes - Freelance & Personal Projects

Ongoing

Continuing work on personal projects and paid projects. Commissioned to create music videos for various artists using motion graphic design, video editing, and circuit bent video techniques. Created various short-form videos and music videos to practice analog video art and glitch visuals, as well to further experience with motion graphic design and theory.

Game Jam Events

Ongoing

Participated in online game jams as production head, gameplay designer, narrative designer, concept designer, motion designer, and video producer. Projects include "Shacked Up" for the 2019 Global Game Jame, "Wild Magic" for the 2020 GMTK Game Jam, and "Beepo & Pogo" for the 2021 GMTK Game Jam.

Bachelor of Digital Arts & Sciences Society - UF Student Organization

Fall '14 - Spring '17

Choreographed teams of fellow UF students in various projects including film production, UI/UX design, game design, live projection, live production, and stage production. Worked in a studio setting behind the scenes operating cameras, live editing, and live streaming. Organization also participated in charity events and various 48 hour film and game competitions.

experience

Systems Support Specialist - Savannah College of Art & Design

March '19 - May '20

Provide IT support, system management, and server maintenance at SCAD's Montgomery Hall. This also included providing software assistance to students studying in the animation, motion graphics, VFX, and game design fields.

Instructor & Counselor - iD Tech Camps

June '18 - August '18

Instructed children ages 10-17 in week long courses at iD Tech camps. Classes include video production for YouTube, level design in Unreal Engine 4, and 3D printing in Maya. Also acted as an overnight counselor for campers staying at the St Mary's College and Stanford University campuses.

Gregmakes - Freelance

Ongoing

Designed and produced various freelance projects, including graphic design, promotional photography, live performances, music videos, and various short films for festivals. Also began producing video art commissions and glitch art post production for videos as of 2020. Currently experimenting with analog video art and glitch.

Customer Relations & Database Management - Gorin Insurance, Inc.

Fall '14 - Winter '16

Provided customer support, researched insurance quotes for customers, and managed digital documents and databases.