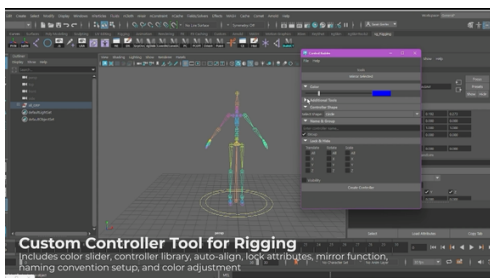


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Custom Controller Tool

This is a tool for building customized controllers for rigging workflows in Autodesk Maya, utilizing Python programming. The main features of this tool are a color slider based on Maya's drawing overrides, a custom controller library that is editable and can be added onto, auto-align to object or joint, lock and hide transformation attributes, mirror functionality, auto-naming convention and hierarchy, and post creation color adjustment. This tool is available on [GitHub](#).



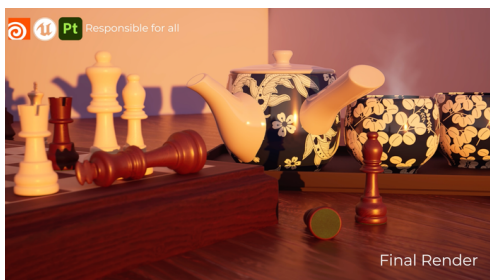
Jellyfish Creature Rig

This is a rig I made for a 3D game project, build in Autodesk Maya. It includes spline IK tentacles, hierarchical motion propagation, and a bell-driven pulse system. It is designed to support both keyframed animation and dynamic secondary motion, with a focus on animator-friendly controls. MEL expressions are used to drive the pulse system, and small Python scripts were created for automation.



Custom Cel Shader

This is a custom cel shader I made for a 3D game project, built in Unreal Engine 5. It features 1-4 configurable lighting bands driven by directional light. Built with a reusable Material Function and artist-facing Material Instance controls for band thresholds, shadow response, rim lighting, specular highlights, and additional surface properties.



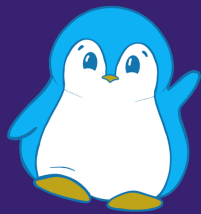
Still Life Model with Hot Tea

This environment was procedurally modeled in Houdini and comprises a Japanese tea set, chess board and pieces, and steam. I was responsible for all aspects of creation including modeling, texturing, lighting, and simulation. I used Adobe Substance Painter for textures and Unreal Engine 5 for the pyro sim (via Niagara) and lighting.



Dancing Cloth Simulation

This is a cloth simulation I worked on. The clothes (cardigan, shirt, and pants) were modeled in Marvelous Designer and then exported into Autodesk Maya for cloth simulation. The model was found on CG Trader and animated using Mixamo.



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Antarctic Research Station Environment Model

This is a modeled environment made entirely by me using Autodesk Maya, Adobe Photoshop, and Adobe Substance Painter. The concept for this environment is the lab space of a climate scientist working in Antarctica. She has a crochet hobby as well. The machine on the right is a Dobson Spectrophotometer, an ozone measuring machine utilized by climatologists.



Dwemer Sphere Rig

This is a rig I created for a mechanical character known as a Dwemer Sphere. The rig was done in Autodesk Maya. I rigged all parts of the machine so that it can be moved freely. I also used a MEL expression to adjust wheel velocity and an expression to make the entire body vibrate.