



Shot 01

Project: Y2K, 2024 film

Client: A24, Director, Kyle Mooney

Work completed at: Crafty Apes VFX

Responsible for: Robot character animation, hand keyed

Software used: Autodesk Maya



Shot 02

Project: The Walking Dead: The Ones Who Lived Season 1, Episode 6: The Last Time

Client: AMC Film Holdings LLC. 2024

Work completed at: Crafty Apes VFX

Responsible for: Motion Capture Clean-up on crowd soldiers

Software used: Autodesk Maya



Shot 03

Project: Y2K, 2024 film

Client: A24, Director, Kyle Mooney

Work completed at: Crafty Apes VFX

Responsible for: Falling Debris (register and other small objects), hand keyed

Software used: Autodesk Maya



Shot 04

Project: Nuzyra, Medication Advertisement

Client: Paratek Pharma

Work completed at: Freelance

Rig: Nick DeMaioribus

Environment: Willa Liberi

Lighting/Rendering/Comp: Nicole Taylor

Responsible for: All deer cycles and hero deer animation, hand keyed.

Software used: Autodesk Maya



Shot 05

Project: Personal project

Client: N/A

Work completed at: Freelance

Responsible for: Character animation for both characters and ball

Rigs: Animation Mentor Character Rigs

Environment: Unknown

Software used: Autodesk Maya



Shot 06

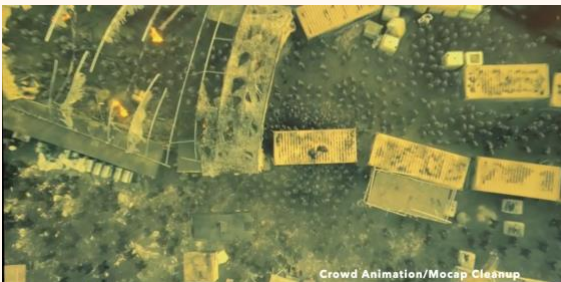
Project: Y2K, 2024 film

Client: A24, Director, Kyle Mooney

Work completed at: Crafty Apes VFX

Responsible for: Robot character animation, hand keyed

Software used: Autodesk Maya



Shot 07

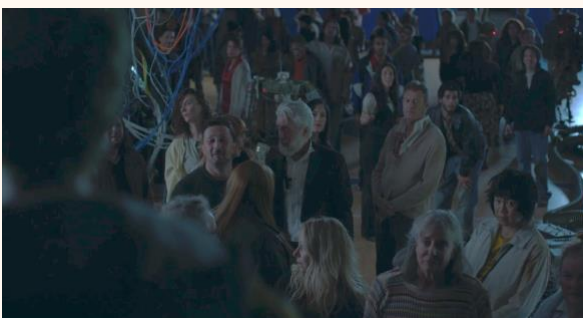
Project: The Walking Dead: The Ones Who Lived Season 1, Episode 6: The Last Time

Client: AMC Film Holdings LLC. 2024

Work completed at: Crafty Apes VFX

Responsible for: Motion Capture Clean-up on crowd soldier walkers

Software used: Autodesk Maya



Shot 08

Project: Y2K, 2024 film

Client: A24, Director, Kyle Mooney

Work completed at: Crafty Apes VFX

Responsible for: Robot character animation, hand keyed

Software used: Autodesk Maya