

## EXPERIENCE

### 04 . 2016 – Present

Maya, After Effects, PFTrack, Photoshop, Shotgun

The Third Floor, Inc. – Los Angeles, CA

#### Previs/Postvis/Techvis Artist

- TBA Feature Film (Previs Lead/Techvis Supervisor)
- TBA Feature Film (Postvis Artist)
- VR dome experience for theme-park attraction (Previs Lead)
- TBA Feature Film (Previs/Postvis Artist)
- TBA Feature Film (Previs Artist)

Pre-production camera, layout, and character animation. On-set design and information relay between VFX supe, DP, AD, and production. Post-production camera tracking, animation, and compositing. Lighting, rigging, FX, and motion-graphics using in-house libraries and tools. Animation direction/coordination between supervisors, director, local production and remote VFX teams.

### 02 . 2015 – 09 . 2016

Maya, Photoshop, Renderman

Artella

#### Artist (remote)

- Modeling, asset-cleanup and preparation for Bobby Beck's *Thistle One*.
- Character concepts, environment/prop modeling, surfacing, and rigging for Animation Mentor's *Circus Jam*.

### 03 . 2014 - 12 . 2015

Maya, Syntheyes, Shotgun

Hive - FX - Portland, OR

#### Animator

Creature animation, match moving, and camera tracking for NBC's *GRIMM*.

- *GRIMM* Season 05: EP04, EP06, EP07, EP08, EP09
- *GRIMM* Season 03: EP16, EP19

### 05 . 2014 – 09 . 2015

3D Studio Max

Bent Image Lab - Portland, OR

#### Animator

- Character animation for Otriven ad campaign.
- Character animation for Koodo Mobile spot.

### 07 . 2014 – 05 . 2015

Maya

Undead Labs - Seattle, WA

#### Animator (remote)

In-game creature animation for *Moonrise*.

### 01 . 2014 - 02 . 2014

Maya

Arconyx Animation Studios - Los Angeles, CA

#### Animator (remote)

Character animation for Kenny Roy's *The Little Painter*.

### 12 . 2012 - 12 . 2013

3D Studio Max, Vicious Engine

Vicious Cycle Software - Morrisville, NC

#### Animator

In-game, cinematic, pre-vis character and camera animation in 3DS Max. Original and script assisted character rigging.

- *Pac Man and the Ghostly Adventures 2*
- *Pac Man and the Ghostly Adventures*
- *Turbo: Super Stunt Squad*

### 11 . 2010 - 06 . 2011

Maya, Perforce

Electronic Arts Redwood Shores - Redwood City, CA

#### Assistant Animator

Biped and quadruped character animation for *The Sims 3* expansion team. Maya animation w/ in-house plug-ins, state machine implementation & bug testing.

- *The Sims 3: Pets*
- *The Sims 3: Generations*

## EDUCATION

### 09 . 2008 – 09 . 2015

AnimationMentor.com

Diploma for Advanced Studies in Character Animation 2010  
Certificate of Completion: Animals and Creatures Master Class 2011  
Fight or Flight Summer 2015 (refresher course)  
Lighting Your Shot Workshop Winter 2013

### 09 . 2013 – 07 . 2015

DrawingFORCE.com

Ten week FORCE Shape Workshop Summer 2015  
Ten week FORCE Anatomy Workshop Winter 2015  
Ten week FORCE Basics Workshop Fall 2013

### 04 . 2013 - 12 . 2013

AnimSchool.com

Introductory modeling and rigging

## SKILLS

**Character Animation**  
Illustration  
Rigging  
Hard Surface Modeling  
Lighting + Rendering

## SOFTWARE

**3D Studio Max**  
**After Effects**  
**Maya**  
Mental Ray  
Perforce  
PFTrack  
Photoshop  
Redshift  
Premiere  
Renderman  
Shotgun  
SynthEyes  
Unreal

## MORE

\*ACME Network Mentor 2015  
\*Mentor ACMSIGGRAPH Student Chapter FJORG! Competition 2014  
\*Animation Mentor Peer Buddy 2013-2014  
\*Animation Mentor Alumni Tutor 2013

- Art Institute of Seattle 2007 - 2008
- University of Washington 2005-2007