

EXPERIENCE

04 . 2016 – Present

Maya, After Effects, PFTrack, Photoshop, Shotgun

The Third Floor, Inc. – Los Angeles, CA – Atlanta, GA – Belfast, NIR, UK Previs/Postvis/Techvis Artist

- TBA Television Series 2019 (Previs Artist)
- TBA Feature Film 2019 (Previs Lead/Techvis Supervisor)
- TBA Feature Film 2018 (Techvis Artist)
- Thor: Ragnarok (Postvis Artist)
- Spiderman: Homecoming (Previs/Postvis Artist)
- VR dome experience for theme-park attraction (Previs Lead)
- TBA Feature Film (Previs Artist)

Pre-production camera, layout, and character animation. On-set techvis 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 director, supervisors, local production and remote previs 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

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

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

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

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

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

11 . 2010 - 06 . 2011

Maya, Perforce

Electronic Arts Redwood Shores - Redwood City, CA

Assistant Animator

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

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

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