

EXPERIENCE

04 . 2016 – 11 . 2016

Maya, After Effects, PFTrack, Photoshop, Shotgun

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

Lead Artist – Previs/Techvis/Postvis

- TBA Feature Film 2019 (Postvis Artist)
- TBA Feature Film 2019 (Postvis Artist)
- TBA VR Dome Experience @ Framestore (Previs Supervisor)
- TBA Corporate Spot @ A52 Elastic (Previs Supervisor/Final Animator)
- TBA Television Series 2019 (Previs Artist)
- TBA Feature Film 2019 (Previs Lead)
- TBA Feature Film 2019 (Previs/Postvis Artist)
- TBA Television Series 2019 (Previs/Techvis Artist)
- TBA Feature Film 2019 (Previs Lead/Techvis Supervisor)
- TBA VR Dome Experience @ Rhythm & Hues (Previs Lead)
- TBA Feature Film 2018 (Previs Artist)
- Venom (Previs Artist)
- Skyscraper (Techvis Artist)
- Thor: Ragnarok (Postvis Artist)
- Spiderman: Homecoming (Previs/Postvis Artist)

Pre-production camera, layout, and character animation. On-set techvis design and interfacing between VFX, DP, AD, Art Dept. 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.

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*, an unreleased creature-collection game for iOS & Steam.

01 . 2014 - 02 . 2014

Maya

Arconyx Animation Studios - Los Angeles, CA

Animator (remote)

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

12 . 2012 - 12 . 2013

3D Studio Max, Vicious Engine

Vicious Cycle Software - Morrisville, NC

Animator

In-game, cinematic, previs character and camera animation. Script-assisted character rigging.

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

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.

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

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
Camera Animation
Hard Surface Modeling
Surfacing
Lighting
Rendering
Tracking
Rigging
Illustration

SOFTWARE

Maya
3D Studio Max
Substance Painter
Redshift
After Effects
Photoshop
Premiere
PFTrack
SynthEyes
Perforce
Shotgun

MORE

- * Character concepts, environment/prop modeling, surfacing, and rigging for Animation Mentor's *Circus Jam 2015*.
- * ACME Network Mentor 2015
- * Mentor ACMSIGGRAPH Student Chapter FLORG! Competition 2014
- * Animation Mentor Peer Buddy 2013-2014
- * Animation Mentor Alumni Tutor 2013
- Art Institute of Seattle 2007 - 2008
- University of Washington 2005-2007