

EXPERIENCE

APR '20 - PRESENT

Maya, After Effects, Shotgun

JAN '20 - APR '20

Maya, After Effects, Premiere

JAN '19 - OCT '19

Maya, Charter, Perforce, Sublime

APR '16 - NOV '18

Maya, After Effects, PFTrack, Photoshop, Shotgun

MAR '14 - DEC '15

Maya, Syntheyes, Shotgun

MAY '14 - SEPT '15

3D Studio Max

JULY '14 - MAY '15

Maya

JAN '14 - FEB '14

Maya

DEC '12 - DEC '13

3D Studio Max, Vicious Engine

NOV '10 - JUNE '11

Maya, Perforce, Jazz

Day For Nite – Los Angeles, CA

Senior Previs Artist

- TBA Feature Film 2021

Pre-production character and camera animation.

MPC – Los Angeles, CA

Senior Previs Artist

- TBA Television Series 2021

Pre-production creature and camera animation.

Naughty Dog – Santa Monica, CA

Animator

- *The Last Of Us Part II*

Character and camera animation for interactive in-engine cinematics. Crowd “owner” – animation concept/design from basic scripting and previs, to on-stage direction/capture, to in-engine assembly and final.

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

Visualization Lead – Previs/Techvis/Postvis

- *Godzilla: King of the Monsters* (Previs Lead/Techvis Supervisor)
- *Pokémon Detective Pikachu* (Visualization Lead)
- *Game of Thrones Season 8* (Previs/Techvis Artist) *** Emmy-Winning Honoree
- Comcast Tower Dome Experience @ Framestore LA (Previs Supervisor)
- Tumblr Spot @ A52 Elastic (Previs Supervisor/Final Animator)
- TBA VR Dome Experience @ Rhythm & Hues (Previs Lead)
- *Watchmen* (Previs Artist)
- *Spiderman: Far From Home* (Postvis Artist)
- *Spiderman: Homecoming* (Previs/Postvis Artist)
- *Thor: Ragnarok* (Postvis Artist)
- *Venom* (Previs Artist)
- *Skyscraper* (Techvis Artist)
- *Dolittle* (Postvis Artist)
- *L.O.R.D. 2: Legend of Ravaging Dynasties* (Previs Artist)
- TBA Feature Film 2020 (Previs/Postvis Artist)

Pre-prod camera, layout, and character animation. On-set techvis design and interface between departments. Post-prod camera tracking, animation, and compositing. Lighting, rigging, FX using in-house libraries and tools. Animation direction/coordination between directors, supervisors, local production and remote previs teams.

Hive-FX - Portland, OR

Animator

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

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

Bent Image Lab - Portland, OR

Animator

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

Undead Labs - Seattle, WA

Animator (remote)

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

Arconyx Animation Studios - Los Angeles, CA

Animator (remote)

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

Vicious Cycle Software - Morrisville, NC

Animator

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

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

Electronic Arts Redwood Shores - Redwood City, CA

Assistant Animator

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

Biped and quadruped character animation for *The Sims 3* expansion team.

SKILLS

Character Animation
Creature Animation
Camera Animation
Camera/Object Tracking
Illustration/Storyboarding
Hard Surface Modeling
Basic Materials/Surfacing
Basic Lighting/Rendering
Basic Compositing/2D FX
Basic Rigging

SOFTWARE

Maya
3DS Max
Redshift
After Effects
Photoshop
Premiere
PFTrack
Substance
SynthEyes
Perforce
Shotgun

EDUCATION**MORE**

SEPT '08 - SEPT '15

Animation Mentor

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

SEPT '13 - JULY '15

Drawing FORCE

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

SEPT '13 – DEC '13

Anim School

Introductory modeling and rigging

- * 2018-2019 Primetime Emmy Award Honoree for contribution to the Emmy Award winning achievement "Outstanding Special Visual Effects" *Game of Thrones: The Bells.*
- * The Third Floor's Directors Masterclass 2018
- * Modeling and asset prep for Bobby Beck's *Thistle One. (Artella)*
- * Character concepts, environment/prop modeling, surfacing, and rigging for Animation Mentor's *Circus Jam 2015.*
- * ACME Network Mentor 2015
- * Mentor ACMSIGGRAPH Student Chapter FLOG! Competition 2014
- * Animation Mentor Alumni Tutor 2013, Peer Buddy 2013-2014