

## EXPERIENCE

APR '20 – APR '21

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 2022

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)
- *Chaos Walking* (Previs/Postvis Artist)
- *L.O.R.D. 2: Legend of Ravaging Dynasties 2* (Previs 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

APR '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