

EXPERIENCE

JULY 21 – PRESENT
Maya, Shotgun

Framestore – London, EN, UK

Senior Animator

- TBA Feature Film 2023

Character, creature, and camera animation for post-production finals.

MAY 21 – JUN '21
Maya, fTrack, Teams

The Mill – Los Angeles, CA

Senior Animator

- TBA Corporate Pitch

Character and camera animation for medical research proof-of-concept pitch.

APR '20 – APR '21
Maya, After Effects, Shotgun, Slack

Day For Nite – Los Angeles, CA

Senior Previs Artist

- TBA Feature Film 2022

Pre-production character and camera animation.

JAN '20 - APR '20
Maya, After Effects, Premiere

MPC – Los Angeles, CA

Senior Previs Artist

- TBA Television Series 2021

Pre-production creature and camera animation.

JAN '19 - OCT '19
Maya, Charter, Perforce, Sublime

Naughty Dog – Santa Monica, CA

Animator

- *The Last of Us Part II*

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

APR '16 - NOV '18
Maya, After Effects, PTrack, Photoshop, Shotgun

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)
- Independence Day 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.

MAR '14 - DEC '15
Maya, Syntheyes, Shotgun

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*.

MAY '14 - SEPT '15
3D Studio Max

Bent Image Lab - Portland, OR

Animator

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

JULY '14 - MAY '15
Maya

Undead Labs - Seattle, WA

Animator (remote)

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

SKILLS

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

SOFTWARE

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

JAN '14 - FEB '14

Maya

Arconyx Animation Studios - Los Angeles, CA

Animator (remote)

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

DEC '12 - DEC '13

3D Studio Max, Vicious Engine

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.

NOV '10 - JUNE '11

Maya, Perforce, Jaz

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.

EDUCATION

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

APR '13 - DEC '13

Anim School

Introductory modeling and rigging

MORE

- * 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 ACM SIGGRAPH Student Chapter FLOG! Competition 2014
- * Animation Mentor Alumni Tutor 2013, Peer Buddy 2013-2014