

☞ WORK EXPERIENCE ☞

ZOIC STUDIOS VANCOUVER, BC 01/12 – 03/12

"FALLING SKIES" (SEASON 2)

CREATURE ANIMATOR

- ♦ Animated six-legged 'skitters', bipedal 'mechs', and other creatures in live action footage utilizing Maya to create realistic creature performances

IMAGEMOVERS DIGITAL NOVATO, CA 11/08 – 07/10

"MARS NEEDS MOMS!" (2011) AND "A CHRISTMAS CAROL" (2009)

ANIMATOR

- ♦ Animated characters utilizing performance capture data to create realistic performances
- ♦ Keyframed animation including quadrupedal and bipedal motion
- ♦ Handled complex constraint set-ups and technically challenging shots; Compositing animation layers in Nuke; Set up dynamic simulations
- ♦ Cross-trained into other Department disciplines including Shot Layout and began learning Python; Helped Animation TDs get final animation down the pipeline

SAN FRANCISCO STATE UNIVERSITY SAN FRANCISCO, CA 08/08 – 12/08

DIGITAL ANIMATION LEVEL 1: MECHANICS OF MOVEMENT & PRINCIPLES OF ANIMATION

INSTRUCTOR ♦ COLLEGE OF EXTENDED LEARNING CAMPUS

- ♦ Lectured and guided students to develop a critical eye for movement and animation
- ♦ Taught fundamental concepts of computer animation using hands-on assignments in class

DNA PRODUCTIONS IRVING, TX 08/00 – 06/06

"THE ANT BULLY" (2006)

CHARACTER ANIMATOR

- ♦ Animated 100-200 frames per week including hero and crowd work
- ♦ Created exploratory animations establishing character personalities for presentations

SENIOR ANIMATOR ♦ MASSIVE TEAM

- ♦ Produced 100+ animation cycles, transitions and blends for 6 Massive brains
- ♦ Helped familiarize animators with the Massive animation process and documentation

"THE ADVENTURES OF JIMMY NEUTRON: BOY GENIUS" (2002-2005)

CHARACTER ANIMATOR

- ♦ Generated 750+ frames per week per assigned episode on all 3 Seasons and Holiday Specials
- ♦ Supplied animation assets to share amongst team-members to expedite deadline completion

"74TH ACADEMY AWARDS" (2002)

- ♦ Chosen to animate CG characters over a live action plate

"JIMMY NEUTRON: BOY GENIUS" (2001)

- ♦ Keyframed hero characters using Lightwave's Project Messiah plug-in

PARADIGM ENTERTAINMENT CARROLLTON, TX 08/98 – 08/00

LOONEY TUNES "DUCK DODGERS"(2000)

3D ARTIST / ANIMATOR

- ♦ Created 3D models, textures, terrain and animation using Game-Gen and proprietary tools

☞ TECHNICAL EXPERIENCE ☞

- ♦ MAYA ♦ LINUX, UNIX ♦ NUKE ♦ 3DS MAX ♦ MESSIAH ♦ PHOTOSHOP, AFTER EFFECTS ♦

☞ EDUCATION ☞

♦ ASSOCIATE OF APPLIED ARTS, COMPUTER ANIMATION/MULTIMEDIA

♦ ART INSTITUTE OF DALLAS

1998

♦ ANIMATION MENTOR – ANIMALS AND CREATURES MASTERCLASSES

2011