

PROFILE A sincere approach to animation, Brings passion and experiences to create compelling movement and acting that can be felt by the audience. Never post-deadline and highly motivated under pressure while keeping calm and retaining a fun work environment. Follows direction extremely well and won't allow personal feelings, ego or differing ideas to interfere. Very eager to provide top quality animation and to always improve skill set. My passion is to inspire others through creative and original animation that doesn't just work, but can be felt and enhance the final product with appealing aesthetics.

SKILLS Proficient in Autodesk Maya, Autodesk 3Ds Max, Unity game engine, Adobe Photoshop and Adobe Flash as well as experience with motion capture.

Trained in animation at DigiPen Institute of Technology and Animation Mentor by industry professionals, learning from their expertise. Possess outstanding skills in Body Mechanics, Storytelling and Acting. Excellent time management skills and can always meet and respect deadlines. Great workflow combining traditional character design with the animation planning process that allows me to take an idea from concept to final product efficiently and with great appeal.

Extensive art training in both traditional and digital mediums. Education covers Anatomy, Perspective, Lighting, Life Drawing, Film Analysis, Cinematography, Acting, Storytelling, and Visual Perception as well as professional experience in hand drawn animation, 3D keyframe animation and motion capture.

Active problem solver, identifying the problem before attempting a solution and creating a checklist to meet the desired solution.

EMPLOYMENT CAT DADDY GAMES - ANIMATOR - 2 SHIPPED TITLES 2011

Deliver high quality animation in a short period of time. Maintaining the quality expected among 2k Games titles while completing up to 20 full animations in 4 days. Keep organized and up to speed developing multiple titles at a time. Adapt to a variety of tools and assets for a wide variety of game types i.e. Maya, 3DS Max, Flash, Photoshop, Motion Capture.

THE AMAZING SOCIETY - JR ANIMATOR - 1 SHIPPED TITLE 2010-2011

Work with Producers/Designers/FX/Engineers to implement compelling playable characters for Marvel MMO "Super Hero Squad: Online". Attend and participate creative brainstorming meetings regarding combat/character performance/intro movie animation to help bring characters to life as creatively and as entertaining as possible. Animate and retarget all aspects of each character ranging up to 60+ animations per character and work with a library of over 80 characters.

TIN FOIL FEZ - FREELANCE ANIMATOR 2010

Layout and animate character, props and camera for a 30 second, single shot cinematic.

CRICKET MOON MEDIA - FLASH ARTIST / ANIMATOR - 1 SHIPPED TITLE 2010

Concept and develop art assets for online Flash games including UI design, full motion hand drawn animation, FX animation, etc. Work with a broad and diverse team to meet tight deadlines while keeping a fun, positive atmosphere.

SHORT FILM "FIRE GODS" - ASSISTANT ANIMATOR/INBETWEENER 2006

Volunteered team developing hand drawn 2D animation and Flash animation.

EDUCATION ANIMATIONMENTOR.COM 2007-2009

Advanced Character Animation

Very thorough curriculum from the fundamentals and principles of animation to advanced acting to story development and eventually film production. Mentored by industry professionals who teach more than just the curriculum, but also how to get the most use out of our passion and transfer those feelings to our characters. Weekly Q&A sessions provided a more personal approach to learning animation, and weekly critiques also helped us to bring sincerity to our shots.

Mentors:

- | | |
|---|---|
| 1. Marek Kochout - Dreamworks SKG | 5. Bret Parker - Pixar Animation Studios |
| 2. Greg Kyle - Laika Studios | 6. Nicole Herr - Sony Imageworks |
| 3. Mike Belzer - Disney Animation Studios | 7. Kenny Roy - WETA Animation/Arconyx Studios |
| 4. Michelle Meeker - Freelance Animator | 8. Mike Stern - Dreamworks SKG |

DIGIPEN INSTITUTE OF TECHNOLOGY 2005-2007

Production Animation

Education had a heavy emphasis on training in both traditional and digital mediums. Education includes Anatomy, Life Drawing, Film Analysis, Cinematography, 2D Animation, etc. Built foundation for my animation education and how to use 2D to express solid ideas before production. Instructors included various industry professionals such as; Jazno Francoeur - Disney Animation, Geraldine Kovats - Disney Background Painter, Tony White - Richard Williams Studio, etc.

SKAGIT VALLEY COMMUNITY COLLEGE 2003-2005

General Studies

REFERRALS Matthew Bell - The Amazing Society Royden Lepp - The Amazing Society
Art Director *Lead Animator*