

OBJECTIVE

To work in animation and previsualization while collaborating with others that share my passion for the medium.

WORK EXPERIENCE

MPC/Technicolor, *Previs/Postvis Supervisor & Senior Artist*, 01/14~07/23

"Transformers: Rise of the Beasts", "Prehistoric Planet" seasons 1&2, "Silo", "Lyle Lyle Crocodile", "Nope", "Chip 'n Dale: Rescue Rangers", "Sonic the Hedgehog" 1&2, "RRR", "The Adam Project", "Clifford the Big Red Dog", "Cruella", "Godzilla vs. Kong", "Love and Monsters", "The New Mutants", "The One and Only Ivan", "The Call of the Wild", "Underwater", "Dolittle", "Noelle", "Maleficent: Mistress of Evil", "Dora and the Lost City of Gold", "X-Men: Dark Phoenix", "Pokemon: Detective Pikachu", "The Nutcracker and the Four Realms", "Jumanji: Welcome to the Jungle", "The Dark Tower", "Transformers: The Last Knight", "The Mummy", "Pirates of the Caribbean: Dead Men Tell No Tales", "Ghost in the Shell", "Sully", "The Finest Hours", "Goosebumps", "Terminator Genisys", and more unreleased titles.

Framestore, *Character Animator*, 05/15

Animating Tony the Tiger on Frosted Flakes: *"Pregame Rituals"*.

Baked FX, *Creature Animator*, 07/13~10/13

Vfx Creature animation on *"The Phoenix Incident"*

Blind Squirrel / Buffalo Digital, *Senior Animator*, 01/13~05/13

Working on site on *"Dawn of the Planet of the Apes"*.

High Res Hype, *Character/Creature Animator*, 12/12

Vfx Creature animation, for a pilot.

Baked FX, *Character/Creature Animator*, 10/12

Vfx Character/Creature animation on *"Chu and Blossom"*.

Pixomondo, *Creature Animator*, 09/12~10/12

Character animation and hand keyed tracking for *"Grimm"*

Bento Box Interactive, *Character Animator*, 08/12~09/12

Character animation on *"The Journals of Mama Mae and Lee Lee"*.

Pixomondo, *Character/Creature Animator*, 01/11~06/12

Vfx Character/Creature animation, for: *"Star Trek: Into Darkness", "After Earth"*(pre-vis), *"300: Rise of an Empire"*(pre-vis), *"The Amazing Spider-Man"*, *"Journey 2: The Mysterious Island"*, *"Snow White and the Huntsman"*, *"Green Lantern"*, *"The Hunger Games"*, *"Hugo"*, *"Game Of Thrones"*, *"Grimm"*, *"Terra Nova"*.

Moo Studios, *Animator*, 01/11

Motiongraphics animation on a commercial for "Dial". Animation and animation control setup.

Big Machine Design, *Character Animator*, 11/10~12/10

Character animation, vfx and motion graphics on promos for YTV, Winstar Casino, The Stratosphere, TV Guide Fashion Team, and more.

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WORK EXPERIENCE CONTINUED

Charlie Company, *Character Animator*, 10/10

Vfx character animation on three commercials for Disney. Animating Mickey and Minnie Mouse, Handy Manny and his tools, Special Agent Oso, and the Jungle Junction characters.

Whodoo EFX, *Character Animator*, 07/10~8/10

Vfx creature animation and hand keyed 3D tracking/matchamation on the feature film "Passion Play". Giving Megan Fox wings!

Framework LA, *Animator*, 06/10

Animation, some rigging, animation cleanup on the promotional short film for the Indomina Film Group.

Capacity, *Animator/ Character Animator*, 04/10 ~ 05/10, 10/09, 04/09, 06/08 ~ 01/09

Animation, animation set-up, and motion graphics on Northwestern Mutual "EconoMe" "Power" and "A Foundation For Life", Character animation on a project for Cartoon Network & Wal-Mart, and bumpers for a Cartoon Network rebrand.

Big Machine Design, *Character Animator*, 02/10~03/10

Character animation on Riverwind "Melee" and Windstar "Split"

Psyop / MassMarket, *Animator*, 12/09 ~ 01/10

Vfx pre-viz on Vizio "Forge" a 2010 Super Bowl Commercial.

The Core, *Character Animator*, 05/09

Character animation on a promo for "The Legends at Sparks Marina".

Renkewitz Studios, *Character Artist*, 02/09 ~ 03/09

Character poses and layout on CG promo stills for "Ghostbusters" the game.

XLT Animation, *Character Animator*, 10/07 ~ 06/08

Character/creature animation, and shot layout on "The Princess Twins of Legendale", a family adventure feature. Character and creature animation on Neopets "Key Quest" MMORPG, Character animation for vMTV MMORPG

Glueworks Animation, *Character Animator*, 07/07

Character animation on the "Buzby and the Grumble Bees" promo.

SOFTWARE

Maya, Cinema 4D, Softimage/XSI, 3DS Max, After Effects, Photoshop, Premiere, 3D-Equalizer, PF Track, Unreal Engine

EDUCATION

AnimationMentor.com

Diploma in Advanced Character Animation Studies (Graduation) 09/06

Mesa Community College

3DAnimation, Graphic Arts/Design, Life Drawing, Computer-Photo Imaging, and Web Design studies

RECOMENDATIONS

Available Upon Request

REEL BREAKDOWN

Responsible For All Animation