



OBJECTIVE

To obtain a creative and challenging career in animation where I can improve as an artist and develop my storytelling skills through the art of character animation.

PROFESSIONAL EXPERIENCE

Animator / Previz Artist

Oct 2010 ~ Present

Pixel Liberation Front, Los Angeles

Responsible for creating rough camera and character animation for previz and postviz. Shot tracking and roto work on green screen plates.

* Green Lantern (Warner Bros.)

Animator / Previz Artist

May 2010 ~ Oct 2010

Proof Inc. Los Angeles

Responsible for creating rough camera and character animation used to plan out intensive VFX and animation sequences for film.

* Fast and the Furious 5 (Universal) * HOP (Illumination Entertainment)

Freelance Animator

Jan 2010 ~ Feb 2010

Proof Inc. Los Angeles

Responsible for motion capture clean up and creation of hand keyed animation for the Black Eyed Peas Imma Be and Rock that Body music videos.

Game Animator

Mar 2007 Nov 2009

EA/Pandemic Studios Los Angeles, CA

Created in-game hand-keyed physical and acting animations for the game "The Saboteur" (E3 2009 Best Artistic Design). Responsible for cleaning up mocap for in-game cinematics and matching data with in-game animations.

Wet Cement Productions

June 2005 ~ July 2006

Edina, MN

Character Animator

Created character animations for television titles Auto-B-Good Season 2 (Emmy Award Winner) and Bug Rangers (Hairy Situation and Slingshot Slugger).

SKILLS

- * Strong understanding of 12 principles of animation
- * Knowledge of traditional art media and principles
- * Ability to quickly sketch and storyboard animation ideas

SOFTWARE

Maya, 3D Max, Photoshop, Flipbook, Illustrator, After Effects, XSI, Vegas, PF Track

EDUCATION

AnimationMentor.com

January 2010

Diploma in Advanced Character Animation Studies

Class 1 : Basic Foundation

Martin Hopkins

Class 2 : Principles of Body Mechanics

Mike Belzer

Class 3 : Introduction to Acting

Jay Jackson

Class 4 : Advance Acting

Jason Martinsen

Class 5 : Short Film Development

Jason Taylor

Class 6 : Short Film Production

Keith Sintay

Dreamworks

Disney

Disney/Dreamworks

Bluesky

Bluesky/ReelFX

Digital Domain

Art Institute International of Minnesota

June 2005