

OBJECTIVE: To continue this lifelong creative journey as an Animator, Artist, Leader and Developer by bringing life to animated actors and imaginative worlds while contributing to the creative storytelling process.

EXPERIENCE:

Prologue Films Venice, CA

February 2013 – Present

Senior Animator

- Character and Vehicle animation

Danger Close Games/EALA Playa Vista, CA

September 2011 – February 2013

Lead Animator

- Led development of animation on Medal of Honor Warfighter
- Animated characters, vehicles, cameras, props, etc. for FrostBite 2 game engine

Pixomondo Santa Monica, CA

May 2011 – August 2011

Animator

- Character animation on the feature film Red Tails
- Additional pre-production development on Snow White and the Huntsman, and Journey

Sony Pictures Imageworks Culver City, CA

January 2011 – May 2011

Animator – show hire

- Character animation on the feature film Green Lantern

X-Ray Kid Studios Tustin, CA, x-raykid.com

August 2007 - Present

Founder/Animation Director

- Created high quality character animation and animation rigs on a variety of internal and external forward thinking projects. Serving clients in the video game, technology, and television animation industries.
- Co-Lead XRK in Business and Content Development, Art Direction, Animation Direction, Interactive Design, UI Design, Story Development, Company Leadership, Strategic Thinking, Client Acquisition and Support.
- Served as the face and voice of the company when presenting proposals to publisher and client representatives.

Moo Studios Hollywood, CA

October 2010 – November 2010

Animator – Independent Contractor

- Completed multiple animated shots with horses, humans and other animals/objects for commercial spot.

GOOGLE Mountain View, CA

August 2006 – July 2007

Animation Director

- Created high quality character animation and animation rigs for Google's Social Networking experience *Lively*.
- Served as director level expert to lead the implementation of all character content and pipeline development which included but was not limited to character concept review, modeling, rigging and animation.
- Established and upheld the creative direction and quality control of all character animation.
- Co-directed and managed the simultaneous development and quality of more than 25,000 individual content assets by roughly 75 individuals from 4 studios in the US and Asia.

Cryptic Studios Los Gatos, CA

March 2005 – September 2006

Animator to Art Director

- Created high quality character and creature animation, animation rigs, special effects and props for the hit MMO City of Heroes/City of Villains.
- Hired as an animator and quickly emerged as a team standout and leader. Promoted to Director level position responsible for the development and presentation of the complete artistic vision on a future unreleased title.
- Collaborated with design and engineering departments to design and develop future character and effects systems.

IMVU Palo Alto, CA

October 2004 – March 2005

Animator – Independent Contractor

- Created blocking and finished character animation content for the online application IMVU.
- Developed highly intuitive custom character animation rigging systems used by millions of IMVU creators across the globe.

Big Bear Productions San Francisco, CA

June 2004 – October 2004

Assistant Director – Independent Contractor

- Coordinated closely with Director and Animation Director to lead the development of 12 animated music videos for the MTV television series *Video Mods*.
- Duties included shot layout and composition, character and camera animation, lighting.

There Inc. Menlo Park, CA

June 2000 – May 2004

Lead Animator to Animation Director

- Provided Animation Direction for everything that moves on the Emmy award winning THERE.com.
- Created high quality character animation and animation rigs for the majority of characters, objects and vehicles.
- Developed other content as necessary, which included but was not limited to organic character and flora models, hard surface vehicle and structural models, prop models, textures, character rigging, level design and process documentation.
- Devised, Designed and Developed a variety of experimental content prototypes, on my own initiative, that led to future product features. Example: Hoverboard, upon approval of my prototype a team was dedicated to its production. I created all models and animations, and served as a key contributor in designing the flight model, trick system design and implementation. It went on to become the most popular vehicle and activity in THERE.com.
- Managed directly reporting animators while serving as a team wide leader.
- Collaborated directly with Producers, Designers, Lead Engineers and others to design and develop all avatar and vehicle systems.

Interplay Productions Irvine, CA

November 1995 – May 2000

3D Animator/Artist to Lead Artist

- Created Character Animation and other art content for PlayStation 2, Playstation, Sega Saturn, and PC video game titles.
- Collaborated with the Art Director to conceptualize and realize a cohesive and compelling artistic vision.
- Constructed 3D character models, textures, animation, animation rigging, environmental modeling, etc.
- Lead all aspects of character and animation development, cinematic animation, software evaluation, motion capture preparation and direction for one development division.
- Directed and Developed the complete opening cinematic for *VR Baseball 99*.

Black Hawk Technologies Irvine, CA

October 1996 – May 1998

Lead 3D Animator / Artist - Independent Contractor

- Collaborated with a 6-member development team to create a playable PC game demo.

EDUCATION:

Animation Mentor, www.animationmentor.com

Advanced Animation program, June 2007

Dragon Productions Theater Company, Palo Alto, CA

Adult Professional Acting Workshop, February 2004

University of Massachusetts Amherst, MA

Bachelor of Fine Arts, Computer Art and Animation, May 1995

SKILLS:

- Software Expert proficiency: Maya, 3dsMax, Photoshop, After Effects, Premiere, Dreamweaver.
- Software Familiarity/Previous professional experience: Lightwave, Softimage, Cinema 4D, and Motionbuilder.
- 17 years of production experience as Animator, Artist, and Leader for feature films, video games and television.
- Experienced animator, character creator: real-time organic and hard surface modeling, texturing, weighting, rigging, animation.
- Basic Story Development