

## Summary of Qualifications

- 12+ years of experience in both feature film and commercial post-production
- Thorough knowledge of Maya and Shake
- Familiar with Massive, Softimage XSI, After Effects and Nuke
- Experienced and comfortable in either a UNIX or Windows environment
- Experience with C/C++ and UNIX shell programming (csh, python)
- Extensive experience with PC Desktop Graphics Software including: Photoshop, Illustrator, Painter, Premier, etc.

## Work Experience

Feb. 2010 -  
present

### Psyop, Venice, CA.

Character Rigger / Animator

- Character animator and rigger on various spots including: Milk: Mootopia, Kool-Aid Fizz and Coca-Cola Happiness Family Expo

Sept. 2009 -  
Feb. 2010

### A52/Elastic, Santa Monica, CA.

Animator

- animated and rigged on spots for Adidas and Honda

Aug. 2009 -  
Sept. 2009

### Psyop, Venice, CA.

Character Rigger / Animator

- character rigger and animator on a spot for NBA2K10

Jul. 2009

### Stardust, Santa Monica, CA.

3D Artist

- created a pitch for Ford

Jun. 2009 -  
Jul. 2009

### I.E. Effects, Culver City, CA.

Character Animator

- character animator on a piece for Michael Jackson's This Is It London concerts.

Mar. 2009 -  
May 2009

### Logan, Los Angeles, CA.

Character Rigger / Animator

- character rigger, animator and character FX artist on an E3 trailer for EA's Dante's Inferno

Jan. 2006 -  
Feb. 2009

### Asylum, Santa Monica, CA.

Character Animator / Rigger / TD

- performed various roles including: animator, rigger, fx animator, cloth TD and previs artist on numerous commercials and features including: The Curious Case of Benjamin Buttons, Terminator Salvation, The Unborn, Gentleman Broncos, Deja Vu, Apocalypto

Aug 2005 -  
Dec 2005

### Pixel Liberation Front, Venice, CA.

Previs Artist

- Previs artist on Spiderman 3

- June 2005 - **Mint VFX, Santa Monica, CA.**  
July 2005 Animator / CG Artist
- Lead CG artist for Oroweat: Grains for Life commercial
- Nov. 2004 - **Asylum, Santa Monica, CA.**  
June 2005 Character Animator / Rigger / TD
- character animator, rigger and FX animation on feature Sky High
  - animator, rigger and TD on feature Charlie & the Chocolate Factory
- Apr. 2004 - **ESC Entertainment, Alameda, CA.**  
July. 2004 Character Animator
- character animator on Catwoman
- Oct. 2003 - **Rhythm & Hues Studios, Los Angeles, CA.**  
Apr. 2004 Character Animator
- character animator on Scooby 2 and Garfield: The Movie
- Jun. 2002 - **ESC Entertainment, Alameda, CA.**  
Sept. 2003 Character Animator / Rigger
- character animator on the "Siege Sequence" in The Matrix Revolutions
  - rigged the "Digger" character for The Matrix Reloaded
  - wrote numerous MEL scripts and tools to facilitate the animation pipeline
- Feb. 2002 - **Palomar Pictures, Los Angeles, CA.**  
Mar. 2002 Lead Technical Director
- provided on-set supervision, animation, lighting, FX and compositing for a Bombay Sapphire Gin commercial
- Jan. 2001 - **Creative Visual Effects, Santa Monica, CA.**  
Nov. 2001 Animator / Technical Director
- working directly with the visual effects supervisor, plan and pre-visualize shots to be filmed from start to finish. Tasks included: modeling, character setup, animation, rendering, editing and I/O
  - designed and implemented facial animation controls and lipsync pipeline for the main character of "Unleashed" – a dog
  - created various MEL scripts and tools to facilitate animation, matchmove and rendering pipelines
- May 2000 **Menace FX, Los Angeles, CA.**  
Technical Director
- animation, lighting/rendering and compositing on various projects on a freelance basis
- March 1999 - **Polygon Pictures, Ariake, Japan.**  
Apr. 2000 CG/Animation Supervisor
- CG & Animation supervisor on Rocky & Hopper TV show
  - animation and TD lead on various projects including NTT DoCoMo i-mode animation project
  - designed and implemented the studio's new CG production pipeline
- March 1998 - **Dream Pictures Studio, Ariake, Japan.**  
Feb. 1999 Supervising Animator
- supervising animator on Hopper CG movie project
  - developed and ran a character animation training course for artists and new employees

- March 1997 - **Dream Quest Images, Simi Valley, CA.**  
March 1998 CG Artist: Character Animator
- produced animatics and some pre-visualization
  - character animator on Disney's Mighty Joe Young

- May 1996 - **Mainframe Entertainment, Vancouver, B.C.**  
Feb. 1997 CG Character Animator
- duties included providing 30 seconds of animation per week, modeling props & characters, creating special effects, lighting and rendering all scenes for Beast Wars Transformers

## **Education**

- April 1996 Sheridan College, Oakville, Ontario
- Post-Graduate Diploma in Computer Animation
- August 1995 University of Waterloo, Waterloo, Ontario
- Received BA Fine Arts (Studio)
  - Winner of the Nancy Lou Patterson Award for Works on Paper, 1994.
- May 1993 University of Waterloo, Waterloo, Ontario
- Received Honours BMath Computer Science
  - Awarded St. Jerome's College Entrance Scholarship, 1988