

Summary of Qualifications

- 14+ years of experience in both feature film and commercial post-production as a character animator, pre-vis artist and character rigger
- Thorough knowledge of Maya
- Familiar with both After Effects and Nuke
- Experienced and comfortable in either a UNIX or Windows environment

Work Experience

- Oct. 2011 - Present **Digital Domain, Venice, CA.**
Character Animator
- Character animator on a Transformers spot.
- Sept. 2011 - Oct. 2011 **MPC, Santa Monica, CA.**
Character Animator / Rigger
- Character animator and rigger on a spot for Smart Car.
- July 2011 - Aug. 2011 **Digital Domain, Venice, CA.**
Character Animator
- Character animator on a Gears of War 3 spot.
- April. 2011 - July 2011 **Eight VFX, Santa Monica, CA.**
Character Animator / Rigger
- Character animator, rigger and mo-cap supervisor on spots for Toyota Prius, Carl's Jr and Svedka
- Oct 2010 - April 2011 **Digital Domain, Venice, CA.**
Character Animator
- Character animator on X-Men: First Glass, an in game cinematic for Kill Zone 3 and a Super Bowl spot for Dodge Charger
- Aug. 2010 - Oct. 2010 **Shade VFX, Santa Monica, CA.**
Character Animator
- Character animator on I Am Number 4
- June 2010 - July 2010 **Prime Focus, Vancouver, B.C.**
Character Animator
- Character animator on Sucker Punch
- May 2010 - June 2010 **Digital Domain, Venice, CA.**
Character Animator / Previs Artist
- Pre-visualized, rigged and animated a proof of concept test for Crytek Games
- Feb. 2010 - May 2010 **Psyop, Venice, CA.**
Character Animator / Rigger
- Character animator and rigger on various spots including: Milk: Mootopia, Kool-Aid Fizz and Coca-Cola Happiness Family Expo

- Sept. 2009 - **A52/Elastic, Santa Monica, CA.**
Feb. 2010 Animator
- animated and rigged on spots for Adidas and Honda
- Aug. 2009 - **Psyop, Venice, CA.**
Sept. 2009 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 - **I.E. Effects, Culver City, CA.**
Jul. 2009 Character Animator
- character animator on a piece for Michael Jackson's This Is It London concerts.
- Mar. 2009 - **Logan, Los Angeles, CA.**
May 2009 Character Rigger / Animator
- character rigger, animator and character FX artist on an E3 trailer for EA's Dante's Inferno
- Jan. 2006 - **Asylum, Santa Monica, CA.**
Feb. 2009 Character Animator / Rigger / TD
- performed various roles including: animator, rigger, fx animator, cloth TD and pre-vis artist on numerous commercials and features including: The Curious Case of Benjamin Buttons, Terminator Salvation, The Unborn, Gentleman Broncos, Deja Vu, Apocalypso
- Aug 2005 - **Pixel Liberation Front, Venice, CA.**
Dec 2005 Pre-vis Artist
- Pre-vis 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