

PROFILE

Animator with 12 years of experience in the entertainment industry. Extensive experience with keyframed animation, motion capture, rigging, leading a team of artists, and collaborating with other departments.

EDUCATION

PRATT INSTITUTE; BROOKLYN, NY — B.F.A., COMPUTER GRAPHICS AND INTERACTIVE MEDIA, 2004

EXPERIENCE

WATERPROOF STUDIOS; VANCOUVER, BC

LEAD ANIMATOR - APRIL 2018 - CURRENT

- Created cinematics for unannounced AAA video game using mocap and keyframed animation

STARGATE STUDIOS; VANCOUVER, BC

ANIMATION LEAD - OCTOBER 2017 - APRIL 2018

- Employed keyframed animation and heavily modified mocap for CG puppets in the film *The Happytime Murders*
- Led the animation R&D on how to make CG puppets move like their real world counterparts
- Created and documented animation pipeline
- Created custom rigs and skinned all characters

WATERPROOF STUDIOS; VANCOUVER, BC

LEAD ANIMATOR - AUGUST 2016 - APRIL 2017

- Created cinematics for *Injustice 2* using mocap and keyframed animation
- Mentored new animators and provided assistance to the animation team
- Established and documented pipelines for all stages of animation, from importing mocap data to exporting completed animations into the Unreal engine
- Worked closely with the animation team and other departments to resolve problems and ensure that production ran smoothly

RAINMAKER ENTERTAINMENT, INC.; VANCOUVER, BC

SENIOR ANIMATOR - MARCH 2016 - AUGUST 2016

- Responsible for all stages of animation, from blocking to lip syncing to polish
- Created a wide range of animations in various styles, from quiet moments of contemplation to action-heavy scenes

VICIOUS CYCLE SOFTWARE, INC.; MORRISVILLE, NC

SENIOR ANIMATOR - JULY 2011 - OCT 2015

ANIMATOR - MARCH 2006 - JULY 2011

- Established animation style for each video game project and led animation review meetings
- Worked with technical artists and game engine programmers to create character rigs that were custom designed for the needs of each game
- Assisted in screening demo reels and participated in the interview process for bringing in new talent
- Awarded the VCS Values Award (2012) and Dedication Award (2011)
- Received Annie Award for Best Animated Video Game (*Flushed Away*, 2007)

SOFTWARE EXPERIENCE

- Maya, MotionBuilder, 3DS Max, Adobe Creative Suite, Microsoft Office