

OBJECTIVE

To obtain a position that allows me to utilize and grow my technical and animations skills. I want to continue to develop my considerable technical skills to create tools and animation rigs that help to increase efficiency in the animation pipeline while continuing to develop my artistic eye and strive for truly top quality animation.

SKILLS

Able to use Python and Maya's Python API to create useful animation tools and utilities to speed up workflow as well as create highly flexible and feature rich character rigs. Ability to take art direction and turn it into high quality animation. Production experience in prop modeling and texturing. Strong communication skills and ability to work within a team. Experienced at tasking and coordinating other animators, and supplying them with tools.

EXPERIENCE

Technical Animator - Camouflaj

Mar 2015 to Present

Created in-game and cinematic animation for Republique, episodes 4 and 5. Also created character rigs and animation for an un-announced project. Created tools to increase animation pipeline efficiency.

Animator/Technical Animator - Zombie Studios

Feb 2010 to Mar 2015

Created in-game and cinematic animation for 5 shipped titles. Staffed as lead animator for 2 productions. Primary rigger and technical animator for 4 projects. Used skill in Python to create tools and rigs helping to increase productivity in the studio-wide animation pipeline. Occasionally have worn other hats when called for, contributing as a prop modeler and effects artist.

General Artist - Natural Point

Feb 2009 to Feb 2010

Worked as a general artist for motion capture system manufacturer Natural Point (Optitrack). Created art for advertisement as well as any other type of public exposure of the brand, including print, video, and web. Duties included, Modeling, texturing, rendering, graphic design, motion graphics, motion capture, motion capture clean up, and product photography.

EDUCATION

Think Tank Training Centre - Asc. in Animation

University of Oregon - BS in Digital Art (*Magna Cum Laude*)

Crescent Valley High School - HS Diploma

SOFTWARE

Maya, Motion Builder, Unreal 4, Unreal3, Unity, Photoshop, Illustrator, After Effects, ZBrush, TopoGun, Perforce.