

EDUCATION

Bachelor of Fine Arts Art Institute of Portland

Media Arts and Animation June 2010

TECHNICAL SKILLS



PROFILE

I've had a passion for animaton for as long as I can remember. The moment I realized that was someone's job, I wanted to do it. That excitement has only grown since then as I build my portfolio with the amazing projects I've had the pleasure to be apart of.

- I am a quick study with new workflow and programs.
- I work very well with a team.
- I have a good sense of leadership and give valuable insight to my colleagues work.
- I excel in realistic as well as cartoon animation.
- I have a solid understanding of real world physics that I inject into my
- I love to tell stories that inspire the audience to feel complicated emotions and see the little details in life that make it special.

EXPERIENCE

DECK NINE | Lead Animator

- Established and upheld project quality bar.
- Assigned, reviewed and managed animation tasks.
- Led and mentored an internal team of up to 11 & an outsource team of 6.
- Trained team in **F.A.C.S.**, MoCap performance and UE5 technical workflows.
- Worked collaboratively with Art, Design, Cine, Rigging, Lighting and other teams.
- LIFE IS STRANGE: DOUBLE EXPOSURE DEC. 2021 - DEC. 2024

GUERRILLA GAMES | Freelance Senior Animator

- Mocap performance polish, **F.A.C.S.** face polish and keyframe animation.
- HORIZON FORBIDDEN WEST FEB 2021 - NOV 2021

RESPAWN ENTERTAINMENT | Freelance Senior Animator

- Mocap performance polish, F.A.C.S. face solving and keyframe animation.
- MEDAL OF HONOR: ABOVE AND BEYOND (VR) FEB 2020 - NOV 2020

SONY INTERACTIVE ENTERTAINMENT | Keyframe Cinematic Animator

Cinematic Animator

- Mocap polish, **F.A.C.S.** face solving and full-performance keyframe animation.
- RATCHET & CLANK RIFT APART THE LAST OF US PART II Nov. 2020 - FEB. 2021 MAY 2018 - JAN 2020

REFUGE VFX | Creature Animator

- Keyframe four-winged flying creature animation integrated to live action plates.
- ASURA (2018) **DEC 2017 - FEB 2018**

LAIKA | Junior Matchmove TD CG Facial Animator

- Keyframe Facial Animation for Hero Characters.
 - Created high-quality facial animation & poses for re-use within the library
- VFX Stereo Matchmove for digital and material sets for 3d viewing.
- MISSING LINK - KUBO AND THE TWO STRINGS FEB 2016 - MAY 2018 JAN 2015 - FEB 2016

HIVE-FX | Lead Animator

- Animate character facial performance, object interaction and camera animation.
- Supervise up to three junior animators.
 - -Delegating shots, giving critique, tech. support, & tutorials to junior animators.
- GRIMM SEASONS 2, 3, 4 JULY 2012 - DEC. 2015

BUZZ MONKEY SOFTWARE | Animator

- In-house animator for various independent and contracted titles.
- ESPN-U COLLEGE TOWN -PIONEER TRAIL: GHOST TOWN - RINTH ISLAND

4764 N Syracuse St. Portland, OR 97203

(541.693.4649

