

Experience

Face / Character Modeler

ImageMovers Digital Novato, CA 2008 - 2010

- *Yellow Submarine* - Sculpted face shapes. Modeled characters and hard surface assets
- *Mars Needs Moms* - Sculpted face shapes. Modeled characters and environments.
- *A Christmas Carol* - Sculpted face shapes, displacement maps and modeled characters.

Stereoscopic TD

ImageMovers Digital Novato, CA

- *A Christmas Carol* - Setup Nuke comps for stereo output. Composited shots for final output.

Modeler

Blue Sky Studios White Plains, NY 2006 - 2008

- *Rio* - Hero character development focusing on facial expressions using Zbrush
- *Ice Age 3* - Modeled environments and acted as lead on various sets
- *Horton Hears a Who* - Modeled characters, props, and environments

Lighting TD

Blue Sky Studios White Plains, NY

- *Ice Age 3* - Lit and composited shots for promotional materials
- *Horton Hears a Who* - Lit and composited several key sequences

CG Generalist

Sepia Productions Long Beach, CA 2004 - 2005

- Created motion graphics for titles and intros to be used on various video spots
 - Produced Flash content for Long Beach Police Department website
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Mentoring

Modeling Mentor

Academy Art University San Francisco, CA 2010

- Help students through their final thesis projects, offering critiques and solutions.
- Provide guidance and career advice to students. Updating them on industry practices.

Zeum Masters Mentor

Zeum Tech Museum San Francisco, CA 2010

- Provide students an understanding of what it is like to work in the film / animation business.
 - Instruct sculpting workshop where students learn how to sculpt and create their own maquettes.
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Education

3D Animation and Visual Effects Diploma
Vancouver Film School, Vancouver, Canada

- *Awarded Scholarship Festival*

Houdini & Nuke Certification
Vancouver Film School, Vancouver, Canada

Bachelor of Fine Arts, Film and New Media
Chapman University, Orange, CA

- *Graduated with Departmental Honors*
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Skills

Software Knowledge:

AutoDesk Maya, Mudbox, XSI Softimage, Pixologic ZBrush, Shake, Nuke
Adobe After Effects, Illustrator, Photoshop, Premiere, Flash