



PROJECT WORK

Uncharted 3: Drake's Deception, Infamous 2, Killzone 3, Red Dead Redemption, Grand Theft Auto: The Ballad of Gay Tony, Assassins Creed 2, God of War 3, Halo Reach, NBA 2K11, Red Dead Redemption: Undead Nightmare, Molecules to the MAX, CMP, Tiger Beer, The Blocks of Continuity/Movement.

EXPERIENCE

- **Sony SCEA** Animator *San Diego, CA* (10/10 -- present)
Providing key frame and motion capture clean up for facial and body animation on various AAA game cinematics.
- **Image Metrics** Facial Animator/Tracker *Santa Monica, CA* (04/09 -- 09/10)
Provided facial animation for various AAA game cinematics in multiple genres using in house motion capture technology and assisted in tracking.
- **Nanotoon Entertainment** Character Animator *Troy, NY* (08/07 -- 06/08)
Provided key frame character animation. Responsible for the creation of a bi-pedal character rig. Provided support to the technical team in animating, shot setup and rendering of partial systems. Managed other animators on the team.
- **Animatic Media** Animator/Editor *Hicksville, NY* (06/06 -- 07/07)
Created 2D/3D graphic animations and edited digital content for various clients, as well as designed supplemental material and traveled to provide on-site assistance for award events.
- **Various** Freelance Artist *NY, CA, MO, LA, TX* (11/06 -- present)
Provided editing and generalist assistance for charitable videos on location for **Animatic Media**. Providing portfolio reviews and advice to prospective students interested in pursuing a career in Animation, Fine Arts and Illustration, on location for the **Academy of Art University**. Provided animation, rigs and generalist assistance for **Dansology, Blacklist, Little Red Robot**.
- **MTV Networks** Internship: Total Request Live *New York, NY* (06/05 -- 08/05)
Responsibilities included designing on air graphics, finding props, set dressing, stage set ups and breakdowns for live television.

SKILLS

- Highly motivated, fast learner, versatile, diligent and dependable team player.
- Strong knowledge of animation principles, facial animation, mocap cleanup, non-linear editing, web design, motion graphics, photography.
- Production experience in Maya, 3D Studio Max, After Effects, Final Cut Pro, Premiere, VT Edit, Lightwave, Flash, Lightroom, Photoshop, Illustrator, OSX, Windows and Linux.

EDUCATION

- **Academy of Art University** *San Francisco, CA*