

## WORK EXPERIENCE

- **Studio Asset Manager:** Marvel Studios (Feature Film Division) (March '08 - Oct '08)  
Headed up the Studio's first Feature Assets department. Managed systems, security, access and control for all physical & digital assets for Marvel's feature projects (*Iron Man*, *The Incredible Hulk*, *Iron Man 2*, *Thor*, etc.). Control of assets through production, post production, wrap & distribution. Managed studio's film & sound elements. Delivery of digital assets to domestic & international partners in conjunction with marketing & publicity campaign. Worked directly with Production, Art Dept., Licensing, Interactive, VFX, Post Prod., Legal & Accounting. Development of department workflow & asset management databases. Supervisor of Digital Asset Management tools (OTC, DAX). Managed hiring & personnel.  
Supervisors: Louis D'Esposito (President of Physical Production) & Victoria Alonso (EVP of Visual Effects)
- **Digital Asset Manager (Virtual Art Department):** *Tintin* – DreamWorks Prod. & WingNut Films (Oct '07 - March '08)  
Management & initial QC of all digital assets for real-time virtual production and performance capture. Managing a team of CG artists in the construction of all virtual environments and set-related elements (lighting, atmospheric, animation, SFX). Control and packaging of digital asset deliverables sent to VFX company (Weta Digital). Development and maintenance of digital asset database & artist workflow.  
Supervisor: Rob Powers (Virtual Art Dept. Supervisor). Directors/Producers: Steven Spielberg & Peter Jackson
- **Virtual Art Department Admin/Coordinator:** *Avatar* – 20th Century Fox & Lightstorm Ent. (June '06 - Sept '07)  
Coordinating department & managing a team of CG artists in the construction of all environments and set-related assets (lighting, animation, SFX) for real-time "virtual production" and performance-capture. Control & packaging of digital asset deliverables sent to VFX company (Weta Digital) and video game company (Ubisoft). Development & maintenance of digital asset database, artist workflow and file naming convention for all digital assets. Coordinated directly with Editorial & Virtual Production teams requesting/delivering assets and shots. Provisional Art Department Coordinator for the show.  
Supervisors: Rob Powers (VAD Sup.) & Jody Echeagaray (Digital Prod. Manager). Director/Producer: James Cameron
- **Producer:** *Glory Pie* – Coronet Theatre, Los Angeles, CA (Feb - June '06)  
Produced a five-week run of the critically acclaimed original play *Glory Pie* at the Coronet Theatre. Secured full financing, budgeted production and participated in development of the script. Oversaw auditioning of actors, rehearsals and pre-production. Coordinated set-design & construction, stage management, finances (expenditures & revenue), publicity and advertising. Designed and administered website: [www.glorypie.com](http://www.glorypie.com)  
Produced a full-length high-definition 3-camera video shoot of the play, and edited the full video & teaser reel.
- **Assistant Production Coordinator:** *Project 880/Avatar Prototype* – Lightstorm Entertainment (July '05 - March '06)  
Production office management. Generating call-sheets & production reports. Coordinating PAs. Management & liaison to all vendors and facility services. Managing department purchase orders, crew payroll, production asset database, stage security & personnel access. Provisional IT & technical support.  
Supervisors: Ron Ames (Producer) & Peter Toby (Producer). Director/Producer: James Cameron
- **Project Manager:** Nightingale Entertainment & The Robert Wood Johnson Foundation (Nov '03 - July '05)  
Public Service Campaign Project Manager (*Cover the Uninsured Week*). Associate in management to top Jazz artist (*Tierney Sutton*). Office & road manager, travel coordination, performance booking. IT support & web site development.  
Supervisor: Kate Folb (Company President, Producer & Artist Manager)
- **Art Director:** (various independent features & shorts) *LA Twister*, *Certainly Not a Fairy Tale* & others (Aug - Nov '02)  
Heading Art Department, prep, budgeting, purchases, set construction & set dec, on-set dresser, prop master, gun wrangler, vehicle wrangler, locations management, special effects management.
- **Set Designer & Art Dept. Coordinator:** *Lyricists Lounge*, *Teen Files*, *Battle Dome* – MTV, Paramount (May - July '00)  
Set designer, lead drafter, department coordination, assisting design, assistant art direction, on-set department supervising, scheduling, purchases, office reception.  
Supervisors: John Gilles (Production Designer), Brian Livesay (Production Designer)

## EDUCATION

- **UCLA** - Bachelor of Arts - Film Studies (Fall '00 - Spring '02)
- **Cal Poly, San Luis Obispo** - Architecture Studies (Fall '96 - Spring '98)

## SKILLS & INTERESTS

- **Software:** PhotoShop, FinalCut, Office, Filemaker, Final Draft, Shotgun, OTC, DAX, Maya & Motion Builder (cursory)
- **Drafting:** Quick and precise for manual and computer (VectorWorks, CAD). Architecture & Set Design training.
- **Languages:** Spanish – Intermediate speaking, reading and writing skills
- **Activities:** Competitive swimming, running, skiing, camping. Counselor at a youth leadership camp (past 11 years).