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Canada

Animation Demo Reel: <http://www.youtube.com/watch?v=HuGiRWprKbU>

Targeted Job Position:

- Seek a position utilizing my industry experience as an **Animator**.
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Industry Programs used:

- Motion Builder (3 years, keyframe animation as well as motion capture animation)
 - Maya (10 years, animation and modeling)
 - Premiere & After Effects & Avid XpressDV (10 years, basic editing)
 - Photoshop (10 years, basic texture creation)
 - 3DS Max (1 year, animation)
 - SoftImage (1 year, used in school for animation and modeling)
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Work Experience:

Electronic Arts Canada Inc.
2004 – 2009

Character Animator

- Animator on '*Need For Speed: Undercover*': animated 1/3rd of the character arrest sequences as well as car animations for the NIS'.
- Extensive experience in Motionbuilder and Maya for keyframe animating as well as motion capture editing.
- Lead Animator on '*Need For Speed: Pro Street*'. Mentored a co-op animation student and helped a junior animator as we got all the NIS animations completed. Also, I directed the mocap shoot for this project.
- Character animator on '*Need For Speed: Carbon*', where I mentored a co-op animation student and was in charge of animating most of the NIS'.
- Animated characters/crowd on '*NBA Street*'.
- Animated NIS characters on '*NCAA Baseball*'.
- One of the keyframe animators for '*SSX 4: On Tour*'. In charge of animating various ski/snowboarding moves/tricks for in-game play, as well as animating characters for cut-scenes.

Bardel Entertainment Inc.
2003 – 2004

Lead Character Animator

- One of the lead character animators for the *Megablox*, DVD movie, '*Dragons, Fire and Ice*'. Also helped on animating the particle effects.

Artifex Studios Ltd.
2003 – 3 month contract

Character Animator

- Responsible for animating photo-realistic creatures for the film, '*Snakehead Terror*', as well as animating a photo-real gargoyle for another film.

Image Engine Design
2003 – 3 month contract

Pre-Vis Animator

- Animated/modeled various visual effects sequences for the feature films, '*I, Robot*', and '*Scooby 2*'.

Keystone Entertainment Inc.
2003 – 3 month contract

Pre-Vis Animator

- Animated/modeled the animatic for the action sequences in the film, '*Spymate*'.

Electronic Arts Canada Inc.
2002 – 2003

Character Animator

- Main scripting animator for *MVP Baseball 2003*.
- Doing facial/hand animations as well as cleaning over 350 mocap animations and blending key poses into scenes.

Bardel Entertainment Inc.
2002 – 3 month contract

Character Animator

- Character animator on a Disney project for '*The Book of Pooh*' interactive CD-Rom.

Sextant Entertainment Group Inc.
2000 – 2001

Character Animator

- Animated for '*The Rumfords*' pilot.
- Animated for '*The Mr. Hell Show*' on the Comedy Network,
- Animated on the 3d/live action show, '*Big Teeth Bad Breath*' which aired on YTV and the BBC.

Work references available upon request

Education:

1999 - Post Secondary - CDIS (Center for Digital Imaging and Sound)

- Certificate for the 2-year Digital Artist Masters Program course
- Had classical animation training during first year
- Received Honorable Mention for Outstanding Achievement from CDIS

1995 - High school - Graduated Tamanawis Secondary with Honors Standing