

SKILL LEVELS

High-3D Animation, Rigging, Scene Set-up, Lay-out, Motion Data clean-up, In-Game Animations, Implement/Trouble Shoot assets into game engine. 2D Flash Animation/Rigging, Mid- Storyboarding. Graphic Design, Compositing, 3D Character/Environment/Prop modeling

SOFTWARE

Maya, 3ds Max, Flash, After Effects, Photoshop, Illustrator, Faceware, Motion Builder, Unity, Perforce, Alien Brain, Havok Behavior, MS Project, Excel, Word, OpenOffice.org, Google docs, Google drive.

EXPERIENCE

BioflightVR - Technical Animator/Motion Editor

2016-Present

Character rigging, Blend-shapes, Key-Frame Animation, Motion Capture Editing and help the team trouble shoot issues for implementing assets into Unity to create dynamic VR experiences.

Projects: "unannounced VR game"



Hydrogen Whiskey - Freelance Animator

2016

Motion Capture editing and key-frame animation for shots in Telltale's episodic games

Projects: Walking Dead Franchise



The Third Floor inc. - Previs Artist

2016

Responsible for Character/Vehicular/Prop Animations, Scene set-up, Camera Lay-Outs, Compositing, Camera Tracking.

Some FX and additional storyboarding

Projects: *unannounced movie*, *unannounced movie*



Counter Punch Studios - Animator/Motion Editor

2015-2016

Responsible for Cinematic Animation and Motion Tracking on Triple A games.

Projects: Mafia 3, NBA 2k16



Fox Television Animation - Animator/ Rigger/ Lay-Out Artist

2013-2015

Responsible for Scene Set-up, Shot Lay-out, Key Frame and in-between animation, Color Animatics and editing, managed a team of lay-out artist on several episodes, Technical Character Rigging, Document management and Organizing Deliveries.

Projects: Axe Cop, Golan the Insatiable, Lucas Bros, Stone Quackers, High School USA, Major Lazer, Social Media gifs



Protoon - 3D Generalist/Previs Artist

2013

Responsible for Previs Animation, Storyboarding, 3D Animation, Rigging and Camera lay-out

Project: Pilot for TV



Barbed Wire FX - Senior Animator/3D Generalist

2011-2013

Responsible for Previs Animation, Rigging, Final Animation, 3D Modeling, Camera set-up/ Lay-out, Matte Painting, Motion Graphics and editing.

Projects: Vizio E-Series LED HD TV, Logitech UE 900, Mattel Hot Wheels-Piranha Attack, Mattel Hot Wheels-Rev-Ups, Mattel Hot Wheels-Sky Jump, Mattel Hot Wheels-Wall Tracks



Psychic Bunny - Senior 3D Animator

2012

Responsible for 3D Animation, manage/modify animators work for approval, Animation set-up in Unity and trouble shooted issues, Consulted on the character rigging pipeline.

Project: Military Training App. for mobile/tablet devices.



Sokay.net - Senior Animator/Artist

2009-2011

Responsible for Animations on Flash/Unity developed games for web browser and mobile platforms. Art, Story boarding and worked on game design aspects.

Projects: DonutGet, LuvTank



Image Metrics - Animator/Motion Editor

2009

Responsible for 3D Animation and Data Motion Tracking

Projects: Grand Theft Auto 4: The Ballad of Gay Tony, Assassin's Creed 2, Red Dead Redemption, Black Eye Peas "Boom Boom Pow", God of War 3



7 Studios - 3D/2D Animator / Artist

2006-2008

Responsible for Character/ Prop/Environment Rigging, 3D Animations, Collision Barrier set-up, Extensive Havok Behavioral Set-ups, Design functionality in XML and some LUA scripting.

Projects: Ubisoft- Six Flags Fun Park, Nine: The Game, *Survival Prototype*, Napoleon Dynamite

EDUCATION



Pluralsight Creative - Advance Character Rigging

2016-Present



The Art Institute of Los Angeles, CA - Bachelors of Science: Media Arts and Animation

2002-2006