

experience /

Maya Animator

Hornet Inc - New York, NY | 06/11 - Present

British Gas Campaign, Uncle Ben Commercial, Constant Short Film

- Character Animator for various commercials. Lead Animator for *Constant* short film.

Animator

Curious Brain Inc - Brooklyn, NY | 02/11 - Present

Power Rangers Samurai Attack, Paul Frank's Go Julius Go & Magic Balloon (VG)

- Create iconic character sprites, gameplay UI and optimize playability for iPhone platform.

Character Illustrator / Sprite Animator

E-Line Media - New York, NY | 09/10 - 06/11

Gamestar Mechanic (VG)

- Designed and animated over 25 sprite characters for educational game, Gamestar Mechanic.

After Effects Animator

iMelt Inc - New York, NY | 09/10

Rockport Animation - (Bloomingdales Presentation)

- Assembled a motion graphic montage of Fall 2011 trends used as a merchandising tool.

After Effects Character Animator

Hatchback Studios - Brooklyn, NY | 06/10

Captain Kablooney's Boom-Bastic-Bonanza (Sony Playstation Home Commercial)

- Animated and designed 9 different characters within a 12 day deadline.

3D Character Animator

2K Games & Visual Concepts Entertainment - Novato, CA | 06/09 - 03/10

NBA 2K10, MLB 2K10, NBA 2K11 (VG)

- Captured realism by animating professional player's nuances and trademark moves.

Motion Capture Technical Director / Animator

ImageMovers Digital LLC & Walt Disney Co. - Novato, CA | 04/09 - 06/09

A Christmas Carol (2009) (Film)

- Reanimated over motion capture and designed final set layout.

Motion Capture Technical Director

PhaseSpace Motion Capture Inc - San Leandro, CA | 07/08 - 04/09

Hannah Montana: Rock Out the Show | All Star Cheer Squad 2: Around the World (VG)

- Provided management with mo-cap system and actors to insure steady production.

education /

Bachelor of Fine Arts In Animation

Academy of Art University - San Francisco CA, | 12/07

- Accepted into Pixar Class.

Instructors: Stephen Gregory and Andrew Beall of Pixar Animation Studio

highlights /

Proficient in Autodesk Maya, MotionBuilder, Adobe Photoshop, After Effects, Premier, Illustrator, Dreamweaver, Flash, and Final Cut Pro.

Skills in Character Rigging, Motion Capture Tracking and Maquette Sculpting.

Co-creator and artist of the comic strip, "Everyday Jedi". www.everydayjedicomix.com