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**Objective:** Position as an Animator

## **Experience**

### **Sony (SCEA)**

Feb 2011 - Present

*Character Animator*

- Uncharted 3 Cinematics
- Infamous 2 Cinematics

### **Brain Zoo Studios**

Oct 2010 - Feb 2011

*Character Animator*

- Animated cinematics for the game "PlayStation Move Heroes"

### **Gloomshade / Creacon Entertainment**

July 2009 - June 2010

*Character Animator*

- Completed 85-95 seconds of character animation per month on the children's television show "City of Friends"
- Scripted tools to aid in animation

### **Gloomshade**

2009 - 2010

*Previz Artist*

- Created previsualization for three live action short films
- Determined camera angles, camera movement, and shot composition

## **Education**

### **Academy of Art University**

**San Francisco, CA**

Bachelor of Arts, Character Animation

- Pixar classes I & II, taught by Pixar animators Matt Majers and Mike Makarewicz
- Character Studio class taught by Pixar, PDI, Tippett, and LAIKA veteran Michael Berenstein

### **Albuquerque Technical Vocational Institute**

**Albuquerque, NM**

Associates of Applied Science, Animation, December 2003

## **Qualifications**

### **Software**

- Autodesk Maya, 3ds Max, Adobe Photoshop, After Effects, MotionBuilder

### **Programming Languages**

- MEL, C++, MAXScript

### **Other Skills**

- Character rigging and tool scripting