

PROFESSIONAL EXPERIENCE

LOGAN, Marina Del Rey CA

Maya Animator

Aug 2014 - Sept 2014, Dec 2014 - Sept 2015

Pre-vis and Animation: *Apple* projects, *Castrol* spot, *Casio G Shock* spot
Rigging and Animation: *Apple* project

SCEA, San Diego CA

Maya Animator

Dec 2012 - Aug 2014, Sept 2014 - Oct 2014

Animation and mocap cleanup for the following game cinematics:

The Order 1886

The Last of Us: Left Behind DLC

Knack

Puppeteer

Playstation All-Stars DLC

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Maya Animator

Aug 2012 - Oct 2012

Pre-vis and Animation - *Nike Fuel* spots

STARDUST, Santa Monica CA

Maya Animator

July 2012

Animation, *Drunk driving PSA*

BUDDHA JONES, Hollywood CA

Maya Animator

March 2012, May 2012 - June 2012

Animation, **Unreleased Project**

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Maya Animator

Apr 2012 - May 2012

Pre-vis and Animation - *The Amazing Spider-man* game spot

Animation, *Call of Duty* spot

Pre-vis and Animation, *TiVo* spot

HYDROGEN WHISKEY, Santa Monica CA

Maya Animator

Jan 2012 - Feb 2012

Animation, *Star Wars Kinect*

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Maya Animator

Oct 2010 - Dec 2011

Pitch, Pre-vis and Animation, various projects. Clients include:

Nintendo, Nike, Intel, Honda, Twizzler, Clinique, Scott and various others.

Image Metrics, Santa Monica CA

Facial Animator

Aug 2009 - Sept 2010

Learned and utilized proprietary facial performance capture system (FaceWare) to animate game cinematics.

Involved a combination of mo-cap clean-up and key frame animation.

Contributed on the following titles:

GTA IV: Ballad of Gay Tony, God of War 3, Red Dead Redemption,

Red Dead Redemption: Undead Nightmare DLC, *Crysis 2, Halo Reach,*

*Assassins Creed: Brotherhood, *Unreleased Title**

EDUCATION

Diploma for Advanced Studies in Character Animation

Master Class - Creatures and Animal Studies

Animation Mentor, Online

Bachelor of Science in Digital Media Design

Drexel University, Philadelphia PA

Character Rigging

AnimSchool, Online

SOFTWARE SKILLS

3D Animation

Autodesk Maya

Autodesk 3D Max

Operating Systems

Windows XP & Vista

Mac OS

Linux Suze & Fedora

Coding Languages

Python

Maya MEL (basic skillset)