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## OBJECTIVE

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To obtain contractual onsite or remote employment as a character animator at a high end film, game, or commercial animation studio

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## EXPERIENCE

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### *Freelance Animator*

Houston, TX  
November 2008 to Present

- Worked on multiple commercials with Psyop/MassMarket as well as other studios
- Created characters from concept to final animation for clients and self promotion work
- Created layouts for a short film project and animated said scenes

### *Senior Animator*

**Midway Games**  
Chicago, IL  
July 2005 to November 2008

- Set up facial rigs and created facial animation performances for in-game cinematics
- Presented facial animation methodologies at company wide art summits
- Trained other animators in facial animation
- Helped design and prove facial animation pipeline for next-gen game development
- Created animation cycles for in-game play
- Refined motion capture data and created animations with Motion Builder

### *Creative Director*

**New Eyes Media**  
Savannah, GA  
August 2000 to July 2005

- Founded company in order to gain experience in the graphic arts and animation fields
- Recruited and directed freelancers to complete projects for clients on time and on budget
- Created character designs for a television series pitch
- Created animated pieces for video production including promos and spots
- Designed packaging layouts using provided specifications for a national telecommunications support company
- Created new logos and corporate identities for clients

### *Section Leader*

**United States Marine Corps**  
Washington, DC  
Dec. 1996 to Dec. 2000

- Acted as a Section Leader in the Marine Security Force Detachment at the White House Communications Agency
- Led security teams on foreign trips in support of the President and National Security Council
- Instructed subordinate Marines in hand-to-hand combat and other military subjects

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## EDUCATION

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**Savannah College of Art and Design**  
(Savannah, GA)

BFA, Animation      4.0 GPA      Graduated March 2005

**The Art Institute of Washington**  
(Washington, DC)

BFA, Animation      4.0 GPA      Transferred to SCAD Winter 2002

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## SKILLS

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### **Animation & Rigging**

- Directed short film projects from script to screen
- Co-Prototyped facial rigs for several game projects – Criminal, Mortal Kombat vs DC, Blacksite:Area 51, Blitz, TNA:Impact
- Acted as facial animation lead on multiple projects – Stranglehold, Ballers 2, Blacksite:Area 51, The Wheelman
- Took scenes from storyboards through layout to final animation
- Developed low joint count facial rigging, weighting and poses procedures for efficient game engine performance
- Trained in traditional 2D animation and completed lip sync and animation projects
- Created and helped develop MEL scripts to aid animation and rigging workflow

### **Teaching**

- Mentored multiple animators in facial animation
- Taught Animation for one semester at the Chicago Institute of the Arts

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## AWARDS / PUBLICATIONS / FILMOGRAPHY

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- 2006 • "The Potter" – First Place in Nontraditional Animation for the College Television Awards
- 2005 • Summa Cum Laude Graduate – Savannah College of Art and Design
- 2005 • "The Potter" regional finalist for Student Academy Awards
- 2005 • "The Potter" – Animation Stills Prize – Annimex 2005
- 2005 • "The Potter" – Winner's Circle Honors from the Animation Magazine 3<sup>rd</sup> Annual Student Short Film Awards
- 2003 • 1st Prize in an Animation Contest for SCAD students to create a commercial for Memorial Health Medical Center
- 2003 • "Much Ado About Breakfast" accepted into Animex 2004
- 2002 • Awarded Portfolio Scholarship at Savannah College of Art and Design