



OBJECTIVE

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

EXPERIENCE

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

EDUCATION

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

SKILLS

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

AWARDS / PUBLICATIONS / FILMOGRAPHY

- 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 3rd 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