

WORK EXPERIENCE

Dreamworks Animation, SKG

Glendale, California – May 2009 – June 2014

Matte Painting Compositor/Painter

Home (and Coming Home short)

Turbo

Rise of the Guardians

Kung Fu Panda 2

Puss in Boots – The Three Diablos

Primary Duties include integrating paintings and setting up matte painting pipeline for the show for set extensions and traditional matte painting, modeling terrain for painting projections and Vue rendering, laying out uv's and setting up projection mapping, breaking apart paintings for stereo depth and parallax, painting, painting fixes/adjustments, adapting Houdini for star systems, rendering and compositing of matte painting elements into lighting comps

Rough Draft Studios, Inc.

Glendale, California - October 2006 - June 2008, October 2008 - April 2009

C.G. Generalist

Futurama

*Direct to DVD features: "Into the Wild Green Yonder," "Bender's Game,"
"The Beast with a Billion Backs," and "Bender's Big Score"*

The Simpson's Movie

Primary duties as C.G. Generalist included character animation (Simpson's), modeling, layout, animation, toon and photo-real shading/rendering, compositing 3D elements, particle effects, and dynamic effects (Maya & Blast Code)

Sit Down and Shut Up

Television series

Hydrogen Whiskey Studios

Santa Monica, California - August - September 2008

F/X Artist

Bella Sara Commercial Spot

Primary duties included dynamics and particle systems/expressions, particle instancing

Zoic Studios

Culver City, California - October 2006

3D Generalist / Modeler

Remax Commercial Spot

Duties included modeling, texture painting, UV layout, paint effects, lighting, and fur

Threshold Digital Research Labs

Santa Monica, California - September 2005 – October 2006

Character Modeler / Modeling Supervisor

Food Fight

Primary duties included managing model assets, modeling, cloth sim (Syflex), layout, model conversion (lightwave to maya), UV layout, blend shapes, and close work with rigging team for character deformation

The Art Institute of Portland

Portland, Oregon - January 2001–September 2005

CG Instructor / Traditional Art Instructor

Department of Media arts and Animation / Department of Foundation Art

Courses taught: Advanced 3D Modeling (Character, environment, and hard surface), 3D texture and lighting, Visual effects, Image Manipulation (Photoshop), 2D Animation, Character and Object Design, Sculpture, Figure Construction, and Drawing

Additional Work History

Sculptor / Painter / Fabricator (1992-Present) *San Diego and Los Angeles California, Portland Oregon*
Traditional art (stone, steel and mixed media sculpture, mixed media painting, ornamental furniture)

Wand Productions (2004-2006) *Portland, Oregon*

3D Environment Texture Artist for the short film "Force Field"

3D Lead Modeler and Texture Artist for the short film "The Journey"

Animation Dynamics (2002-05) *Portland, Oregon*

3D Modeler and Texture Artist, Commercial Projects for Intel, Charbroil, & Bowflex

Oregon 3D (2004) *Portland, Oregon*

Maya Instructor

Elemental Records & Crave Dog Records (2000-02) *Portland, Oregon*

2D Graphic Designer

Floater (2000)

Sculptor / Photographer - Sosobra sculpture, video and photography for the band

Jet Graphics (1998-2003) *Portland, Oregon*

2D Graphic Designer - Typesetting and Design / press operator

Netter Digital Entertainment, Inc., (1998) *North Hollywood, California*

3D Generalist, Sega Game Cinematics Team

Gnomon Digital Education, (1998) *Hollywood, California*

Lab Technician / Assistant

Plynetics Express, , (1996-97) *Beaverton, Oregon*

Tooling Apprentice / Model Maker II, prototype models

Studio Concepts, (1993-95) *Portland, Oregon*

Prop Welder / Cover Artist, parade floats

Michael Curry Design, (1994) *Portland, Oregon*

Sculptor / Mold Maker / Painter, Disney theme show parade puppets

EDUCATION

1998 *Gnomon Digital Education, Inc., Hollywood, California*

3D Animation Training; Courses taken: modeling, animation, character animation, texturing, lighting, scripting and dynamics

1992 *San Diego State University, San Diego, California*

Bachelor of Arts in Applied Arts and Sciences, with an emphasis in sculpture

SOFTWARE

Primary Software: Maya, PhotoShop, Nuke, in addition to proprietary Dreamworks software for lighting, rendering, and compositing

Secondary Software / Plug-ins: Mudbox, Houdini, Z-brush, Vue, Syflex, Blast Code, Mari, Deep Paint 3D, BodyPaint, Illustrator, Painter

Additional Experience with: Python and Mel Scripting, Final Cut, Premiere Pro, Shake, After Effects, and Pro Tools, as well as Office

Proficient with Linux, Apple and Windows platforms