

Primary Skillset

- Character Animation

Secondary Skillset

- Character Rigging
- Modeling /Texturing
- Compositing
- Motion Graphics
- Particles / Special effects
- Videography / Post Production
- Match Moving

Software

- Autodesk 3dstudio Max
- Autodesk Maya
- Adobe Photoshop
- Adobe Aftereffects
- Adobe Premiere
- Adobe Audition
- Apple Motion
- Anderson Technologies
– Syntheyes

Education

- Art Institute of Dallas
 - Associate of Applied Arts/
Computer Animation and
Multimedia
- Art Institute of Dallas
 - Associate of Applied Arts
Music and Video Business
 - Awarded Full Scholarship

Freelance / 2007 - Present

Shilo Design – Broadcast character animation using Maya

- **KFC** – “*Roughin the Wallet*” and “*Crush*”
 - Animated all EA Madden NFL Characters in a :30 and :15 second commercial spot promoting KFC’s Grilled chicken and the release of Madden NFL 10.
- **Hasbro Games** – “*Clue Secrets and Spies*”
 - Animated various characters within the 90 second trailer for the updated version of the board game “Clue” including a dynamic 2 character fight scene on a high wire.
- **Toyota Camry** – “*How Many Chihuahuas...?*” and “*How Many Ladybugs...?*”
 - Animated background chihuahuas
 - Animated main ladybug
- **EA Games** – “*Mercenaries*”
 - Animated 3 character fight sequence
- **Toyota Scion** – “*The Little Deviants*”
 - *Animated various background characters*
- **Toyota Scion** – “*Pitstop*” (the Little Deviants – part 2)
 - *Animated various background characters*
- **Burma PSA**
 - A short film to raise awareness on the Burmese peoples ongoing peaceful protests against their military government’s notorious human rights violations.

NC Soft Inc. / April 2001 – March 2009

Senior Animator / Lead animator

Creative/Technical

- Developed and maintained animation style for the product
- Animation of principle in-game characters and creatures
- 3D modeling / UV mapping/weighting, rigging, and in-game quality assurance
- Created Special effects using 3Ds Max and proprietary particle system
- Established and maintained the animation tools and production pipeline, including export requirements, database relationships, publishing, and state machine framework

Management

- Responsible for hiring, managing, and art directing a team of 3 to 5 animators and special effects artists
- Responsible for building and maintaining schedules and asset lists for character, creature, and world animation content.
- Managed outsource animation team, establishing and monitoring workflow and content integration. Over 250 animation assets were outsourced.
- Maintained both technical and quality standards for all outsourced animation content.
- Principle director for a 6-day, 500+ asset motion capture shoot.
 - Auditioned over 25 martial arts and classical actor candidates to build a top quality, 5 person talent team.
 - Directed all talent and scripted all creative content requirements.
 - Managed all binary data delivery, review, clean-up, integration, and polish for in-game character system

Origin Systems / 1996 – 2001

Lead Animator – Ultima Online 2

- Assisted in establishing the initial animation production pipeline
- Assisted in tools design, development and implementation
- Established, scheduled and maintained animation asset list for avatars and creature animations
- Responsible for hiring and managing a team of animators and special effects artists
 - *Managed up to 3 in house animators*
- Managed motion capture shoot
 - *Auditioned and Directed talent*
 - *Managed motion capture data delivery*
 - *Managed Data cleanup process using Character Studio*

Artist – Modeler – Ultima 9 Ascention

Lead Animator – Ultima Online plus expansions (The Second Age – Third Dawn)