

◆ **Skills and Abilities**

- Highly knowledgeable in all aspects of 3d content creation.
- Strong CG modeling, texturing, shading and lighting abilities.
- Very knowledgeable doing shading and lighting in the Mental Ray rendering engine, including linear work flow.
- Experienced working on major film, television, and game productions, interacting with talent and production crews.
- Proven leadership ability to help manage teams or mentor less experienced artists.
- Adept at learning new methods and current pipelines with swiftness and ease.

◆ **Experience**

August 2010 to Present - Spark Unlimited, Inc. - Sherman Oaks, CA

Senior Character Artist: Currently working on an unannounced Triple A title. Creating next-gen video game art content for use in the Unreal 3 Game Engine. Modeling, texturing, and shader creation of realistic humans, stylized creatures, and non-organic assets from fantastic concept drawings. Responsibilities include asset creation, outsourcing feedback, game implementation, and junior artist mentoring.

March 2010 to July 2010 - Scanline VFX - Marina del Rey, CA

CG Modeler: Worked as the character artist for a Clint Eastwood directed feature film "Hereafter" and the Tarsem Singh film "Immortals". Responsible for creating digital doubles of actors and props. Work includes modeling heads and bodies, creating facial blend shapes, creating UV layouts, building a library of clothing to work in crowd and cloth simulations, and helping to implement a way to easily transfer articles of clothing between characters of different sexes, body types, and proportions.

February 2010 to March 2010 - Digital Domain - Venice, CA

Previz Artist: Contract work for Digital Domain doing modeling, texturing, and layout for previz on location for "Rise of the Apes", a Fox Studio's science fiction film.

November 2009 to December 2009 - Zoic Studios - Culver City, CA

CG Generalist: Contract work for Zoic has included; modeling, texturing, and shading a car for an "Army of Two" commercial. Modeling and blend shape work for the HBO series "Trueblood". Modeling, blend shapes, animation, and lighting for the feature film "Straw Dogs". Animation and lighting for Nissin Noodles billboard ad.

June 2009 to October 2009 - Seven Studios/Activision-Blizzard - Los Angeles, CA

Senior Character Artist: Modeling, sculpting, and texturing characters, as well as game implementation using the Guitar Hero 5 game engine for an unreleased rhythm based game.

October 2008 to June 2009 -- Luxoflux/Activision-Blizzard -- Santa Monica, CA

Senior Character Artist: Modeling extremely high resolution, film quality Transformer Robots for "Transformers: Revenge of the Fallen", the video game released in June 2009. Models were used as templates for creating game resolution models, as well as the creation of Normal maps and Ambient Occlusion maps. Work also included modeling, texturing, and skinning of in game Transformer robots and their vehicle counterparts, and background characters as well. Responsibilities also included creating pipelines and work flow techniques to help guide and mentor junior artists. Also created and implemented the pipeline for creating high resolution Mental Ray Renders of characters for Activision Marketing.

March 2007 to October 2008 -- *Treyarch/Activision-Blizzard* -- Santa Monica, CA

Lead Character Artist: Directed and managed team of six in the creation of character models, including modeling, next-gen texturing, and rigging, for November 2008 release of "James Bond: Quantum of Solace" the video game for Xbox 360 and Playstation 3. Track, troubleshoot, and supervise character development from concept design to game implementation. Some of the many responsibilities include; Scheduling, Team Management, Artistic Direction, Outsourcing Management, Performance reviews. Interacting closely with other leads, producers, and Art Director to ensure highly coordinated, on-schedule game production. Created a database to help organize, track and manage assets being created for the character pipeline.

August 2005 to March 2007 -- *Walt Disney Feature Animation* -- Burbank, CA

CG Modeler: Modeled props, characters, and environments, for the animated feature film "American Dog", released as "Bolt". Duties also included creating blend shapes and doing layout work for "Bolt" and other projects.

September 2004 to August 2005 -- Los Angeles, CA

Freelance 3d Artist/Generalist: Model, create UV layout, blend shapes for television commercials and other projects, duties have also included collaborating in character layout, look/dev, doing environment lighting, rigging, texturing, MoCap application, and rendering, including Disneyland 50th Anniversary, BBC Digital Radio, Lexus, Sprint PCS, and Nintendo. . Clients have included Digital Domain, Logan Media, Imaginary Forces, and Stardust.

- **Stardust**
 - *Kirby Nintendo Commercial* - Modeled two main characters for Nintendo DS commercial.
 - *Sprint Phone Commercial* - Modeled and textured phone for Sprint Phone commercial.
- **Auteur Media - Army Project** - Modeled 3 main characters in presentation project for the US Army.
- **Imaginary Forces - Lexus Project** - Light and rendered CG Lexus IS350 for presentation piece.
- **Logan Media - BBC Digital Radio Commercials** - Modeled characters and environment pieces, did character layout, environment lighting, MoCap application.
- **Digital Domain - Disneyland 50th Anniversary Commercial** - Modeled characters; Stitch, Cinderella, and Hippo. Created blend shapes and UV layouts as well.

May 1998 to September 2004 -- **Gentle Giant Studios, Inc.** -- Burbank, CA

3d Modeler/Scanning Liaison: Created hundreds of highly detailed and accurate 3d models for VFX, Video Game, and Toy Industries. Utilized a variety of 3d scanning equipment to digitize talent, maquettes, props, and sets for the creation of 3d models at locations all over the world. Also helped run the rapid prototyping department. Built prototypes for maquettes, toys, and numerous other uses.

Example Productions and Locations have included:

- *King Kong* - 3d scanned maquettes/bigatures. Weta Workshop, New Zealand
- *Chronicles of Narnia* - 3d scanned maquettes/bigatures. Weta Workshop, New Zealand
- *Ratatouille* - Modeled and 3d scanned maquettes. Pixar, California, USA
- *Star Wars Episode 3* - Modeled and 3d scanned talent and props. Fox Studios, Australia
- *Polar Express* - Modeled and 3d scanned talent and maquettes. Sony Imageworks, California, USA
- *Matrix: Reloaded & Matrix: Revolutions, Enter the Matrix* (VG) - Modeled and scanned talent and props. Fox Studios, Australia
- *Harry Potter and the Prisoner of Azkaban* - Modeled and 3d scanned talent, maquettes, and props. Leavesden Studios, England

May 1997 to May 1998 -- **3D Systems Corporation** -- Valencia, CA

Asset Wrangler/Prototyper: Maintained the large database of incoming and outgoing assets for engineers running the rapid prototyping machines. Handled file conversion for build friendly format and occasionally ran prototyping machines.

1991 to 1995 -- United States Marine Corps -- Kaneohe Bay, HI
Corporal/E-4 - Honorable Discharge
0311 - Infantry Rifleman
8530 - Marksmanship Coach

◆ Education

Currently enrolled in Animation Mentor.com's "*Advanced Studies in Character Animation*" program.

◆ Hardware/Software

Applications: Maya, 3d Studio Max, Mudbox, ZBrush, Headus UVLayout, Pro Engineer, CySlice, Paraform, PerForce, HanSoft, Alien Brain, Unreal 3, Photoshop, Illustrator, After Effects, Premiere.