



OBJECTIVE

To obtain a creative and challenging career in animation where I can improve as an artist and develop my storytelling skills through the art of character animation.

PROFESSIONAL EXPERIENCE

Freelance Animator

Jan 2010 ~ Feb 2010

Proof Inc. Los Angeles, CA

Responsible for motion caption clean up and creation of hand keyed animation for the Black Eyed Peas Imma Be and Rock that Body music videos.

Peer Buddy

January 2010 ~ Present

AnimationMentor.Com

Alumni volunteer offering feedback and suggestions for assignments to current students in the Introduction to Acting class.

EA/Pandemic Studios

Mar 2007 Nov 2009

Los Angeles, CA

Game Animator

Created in-game hand-keyed physical and acting animations for the game "The Saboteur" (E3 2009 Best Artistic Design). Responsible for cleaning up mocap for in-game cinematics and matching data with in-game animations.

Wet Cement Productions

June 2005 ~ July 2006

Edina, MN

Character Animator

Created character animations for television titles "Auto-B-Good Season 2" (Emmy Award Winner) and "Bug Rangers" (Hairy Situation and Slingshot Slugger). Responsible for animating multiple characters and camera layout within a given sequence while maintaining a quota of 1,000 frames per week.

SKILLS

- * Strong understanding of 12 principles of animation
- * Knowledge of traditional art media and principles
- * Ability to quickly sketch and storyboard animation ideas

SOFTWARE

Maya, Photoshop, Flipbook, Illustrator, After Effects, XSI, Vegas

EDUCATION

AnimationMentor.com

January 2010

Diploma in Advanced Character Animation Studies

Class 1 : Basic Foundation	Martin Hopkins	Dreamworks
Class 2 : Principles of Body Mechanics	Mike Belzer	Disney
Class 3 : Introduction to Acting	Jay Jackson	Disney/Dreamworks
Class 4 : Advance Acting	Jason Martinsen	Bluesky
Class 5 : Short Film Development	Jason Taylor	Bluesky/ReelFX
Class 6 : Short Film Production	Keith Sintay	Digital Domain

Art Institute International of Minnesota

June 2005