

summary of qualifications

Nine years professional experience in creating 3-D character animation of principal characters for film and tv.

Able to adapt to multiple deadlines and demanding situations with a calm and positive attitude.

Adept at studying new techniques and applications for current and future projects.

Promoted to management at Rhythm & Hues after having worked in the industry for only three years.

professional experience

Character Lead Animator – Reel FX

Dallas, Texas

(09.2015-Present)

- Worked with Director, Animation Director, and Rigging Department to develop specific characters in a movie.
- Developed Calisthenics, Cycles, Expressions, Character Bibles, and Test Animation for characters.
- *SCOOB* (2016)
- *Wish Police* (2015)

Senior Character Animator – Reel FX

Dallas, Texas

(03.2013-Present)

- Worked closely with Animation Directors and Supervisors to create animation and choreography for props and characters that fit within the style of the film.
- Helped to develop animation for testing in new VR platforms.
- *Son of Jaguar* (2017)
- *Best Fiends: animated shorts* (2017)
- *Lego Batman: Chevy Commercials* (2017)
- *Rock Dog* (2016)
- *Book of Life* (2014)
- *Free Birds* (2013)

Remote Freelance Character Animator – Mighty Coconut

Austin, Texas

(09.2016-01.2017)

- Worked remotely with Animation Director to animate a Youtube Red series.
- *Kings of Atlantis* (2017)

Animation Supervisor – Rhythm & Hues Studios

Los Angeles, California

(05.2011-03.2013)

- Supervise various animators from different skill levels in animation and remote locations.
- Controlled style and consistency between shots of the film.
- Managed technical problems that arose by maintaining contact between various departments.
- Held Dailies each day with the animation team as well as Pick Meetings for the Director.

- *Seventh Son* (2014)
 - Worked with rigging and animDev departments for the creation of character and effects rigs that would be used.
 - Gathered reference material for the various creatures in the show.
- *Alvin & the Chipmunks: Chipwrecked* (2011)
 - Oversaw a team of twelve animators.

Lead Animator – *X-Men: First Class* (2011) - Rhythm & Hues Studios

Los Angeles, California
(10.2010-05.2011)

- Managed the animation through several months as the sole animator.
- Completed and assisted with over sixty shots.
- Created the wing animation for the character Angel, which was used in every flight shot.

Character Animator – Rhythm & Hues Studios

Los Angeles, California
(06.2008-11.2012)

- Worked closely with Animation Directors and Supervisors to create animation and choreography for props and characters that fit within the style of the film.
- *Django Unchained* (2012)
- *Life of Pi* (2012)
 - Oscar nominated for Best Achievement in Visual Effects
 - Also nominated for and an Annie, VES, BFCA and BAFTA awards among others
- *Chronicle* (2011)
- *Yogi Bear* (2010)
- *Alvin & the Chipmunks: The Squeakquel* (2009)
 - Thanked by the owners of The Chipmunks for a fantastic job on a subtle acting and wonderful personality moment.
- *Night at the Museum: Battle of the Smithsonian* (2009)
- *Aliens in the Attic* (2008)

Mentor – AnimationMentor.com

Online
(04.2012-05.2013)

- Taught Class 2: Psychology of Body Mechanics.
- Hosted a weekly Q&A session about current assignments, techniques and answered questions.
- Recorded online eCritiques weekly for student assignments and graded each accordingly.

volunteer work

Judge – Blue Plum Animation Festival

Johnson City, Tennessee
(06.2012)

- Viewed 45 animated shorts from three categories: Individual, Student and Professional.
- Provided feedback and graded each animated short on story, quality of work and originality.

Peer Buddy – AnimationMentor.com

Online
(09.2007-04.2008)

- Encouraged select underclassmen in learning and producing animation.
- Dedicated time to patrol the forums and posts for anyone in need of tips and ideas.
- Shared experiences and support in order to build a better online community.

animation education

AnimationMentor.com – Berkeley, California
Diploma in Advanced Character Animation Studies
(04.2006-09.2007)

East Tennessee State University – Johnson City, Tennessee
Bachelor of Science in Design Graphics, Concentration in Visualization and Animation, Minor in Art
(08.2000-05.2004)

platforms, software and technical skills

Proficient in Linux, Windows and Mac OSX.

Knowledge of Maya and Voodoo.

Skilled in Photoshop and Illustrator.

Some experience in InDesign, Flash, and Adobe Premiere.

Experienced in using a graphics tablet and stylus.

artistic skills

Acrylic, Charcoal, Clay, Colored Pencil, Conté Crayon, Gouache, Marker, Oil, Pen and Ink, Pencil, Watercolor

references

Demo reel available at streetanimator.com and references available upon request.