



## RECENT EXPERIENCE

### **Freelance 3D artist, February 2006 to present**

For the past two years I have been an independent freelance artist providing full-service 3D animation production to a variety of clients. In the past year or so these have included MediaMed Corp., Black Point Studios, Total Media Group, Medical Visual Creations, Splitvision Digital, The Focal Point, Think Twice and others. I continue to seek to expand my contacts within the industry.

### **All-round 3D artist, Stylus Visuals, April 2005 to February 2006**

At Stylus I created scientific and medical visualizations for a variety of clients including some of the Bay Area's top research scientists. I was responsible for all areas of production on my work, from conception to completion. (Some of this work is soon to be included as part of an exhibition at the Museum of Modern Art, in New York City.)

### **Cinematics Artist, Electronic Arts/Palma VFX, San Francisco 2003-2005**

I have worked on numerous projects for Palma, including creating cinematics for two Electronic Arts games. These jobs involved editing motion capture data, creating lip-synch and facial animation, creating cloth simulations, and some character rigging.

### **Lighter/Composer/Technical Director, Robots of Mars, Berkeley, September 2003 to April 2004**

As well as the name of the company, "Robots of Mars" is a 4D stereoscopic animated attraction film. Lighting and rendering were my main task, but I also did character setup, MEL scripting, effects, compositing, and general technical direction and troubleshooting.

### **Character Animator/Composer, Duck Studios, Los Angeles, April 2003 to June 2003**

I helped to create two M&Ms television commercials. In addition to character animation, I did tracking, crowd construction and cleanup from greenscreen elements, creation and insertion of 2D and 3D elements, breath removal, and background replacement.

### **Character Animator, Cyberploc Studio, Los Angeles, 2001 to 2003**

I created character animation for the volunteer collective Cyberploc Studio, contributing to two fully CG shorts, "Grand-Ma," and "The Auction." Both films have been shown in numerous festivals worldwide, winning several awards.

### **3D/2D Artist, Gork Enterprises, Los Angeles, 2001 to 2003**

I created 3D animated menus for DVD titles including "Monsters, Inc.," "Ed Wood," "The Santa Clause," and "Who Framed Roger Rabbit."

## SKILLS

- 🍎\* Software: Advanced Maya skills (I have used Maya since version 1.5, on Unix); excellent skills in Mental Ray, After Effects, and Photoshop. Production experience using Shake, Z-Brush and Real Flow.
- 🍎\* An artist's eye with excellent analytical problem-solving capability. Animation, technical, design, and strong compositing skills. Some MEL scripting and expression writing. I am an excellent planner and very organized. Management experience.
- 🍎\* Hardware and software savvy: I build and maintain my own Windows workstations, network and render farm using Smedge.

## EDUCATION

- 🍎\* Santa Monica Academy of Entertainment and Technology, 2001-02.
- 🍎\* Gnomon School of Digital Effects, Hollywood, 1998-99.
- 🍎\* Bachelor's Degree in Graphic, Textile and 3D Design at Herts College of Art & Design, St. Albans, England.

**References available upon request**