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## **Curriculum Vitae**

**(June 2009)**

### **EXPERIENCE**

#### **3D Generalist / Lead Digital Artist**

**CIS Hollywood** *Oct. 09 – March, 09*

**Projects:** “Ghost of Girlfriends Past”, “GI Joe”, “Inglorious Bastards”

Lead Digital Artist on opening sequence for Ghost of Girlfriends Past

3D Generalist / Lighting on GI Joe

Lead 3D on Inglorious Bastards

#### **Visual Effects Supervisor / 3D Generalist**

**Nationwide clientele** *Sept 99 – present*

**Recent work:** On set VFX Sup Old Spice spots for A52, (Nascar Sprint, Michael Mann director) (A52, BMW “Fall Apart”, Quick Stop”) (“Jelly Belly” Director / VFX Sup 4 spots)

**Notable Clients:** Grey Matter FX, a52, NVIDIA, Miss Jones, Imaginary Forces, Field Trip, Windmill Lane, Alias/wavefront, Paul Mitchell

#### **VFX Supervisor**

**Motion Theory**, *Venice, California, Feb. 08 – August, 08*

**Projects:** Sony HDNA, “Breeze, Flytrap”, Guinness “Hurling Cubed”

#### **VFX / Animation Supervisor**

**Synthespian Studios**, *Hollywood, California, “Radio City Music Hall, Stereo 3D” May 07 – Oct. 07*

All aspects of digital production, including but not limited to setup, design, and animation for all CG, 70 mill stereoscopic film

#### **Animation Supervisor**

**Digital Domain**, *Venice, California, “Zoom” Nov. 05 – May 06*

Supervising animator on feature film “Zoom”.

#### **Technical Art Director**

**Electronic Arts**, *Redwood Shores, California, Nov. 04-Nov-05*

All aspects of digital production, including but not limited to setup, design, and animation. Art pipeline design and trouble shooting.

#### **Computer Graphics Supervisor**

**Digital Domain**, *Venice, California, Nov. 03 – July 04*

On set supervision as well as post cg and animation work.

*David Fincher’s “Constant Change” HP spot, Got Milk*

**Digital Artist / Look Dev. Lead**

**Digital Domain, Venice, California, “Peter Pan”, Feb. 03 – Nov. 03**

Lead Look Dev. Artist for crocodile. Utilize Maya to Renderman/(SLIM/MTOR) pipeline. Color and lighting for final shots.

*Other projects: Looney Tunes, Irobot*

**Lead Technical Director / Digital Artist**

**Digital Domain, Venice, California, “Experience Music Project”, Nov. 99 - June 2000**

Lead TD on creation of 3D facial replacement of James Brown.

Spearheaded R&D efforts, set-up Maya facial system, skinning, animation, and look development

**Digital Animation Supervisor**

**Rainmaker Digital Pictures, Interactive division, June 99 - Sept 99**

Supervisor, director and animator for interactive game and film projects,

Recommended techniques, software selection and pipeline procedures

**Senior Technical Director**

**Sony Pictures Imageworks, “Astronaut’s Wife” April 99 - June 99**

Creature set up, look development and color and lighting final vfx shots

**Animator / Technical Director**

**Dream Quest Images, (Disney) “Inspector Gadget”, July 98 - March 99**

All aspects of digital production, including but not limited to set up, design, animation and compositing. Initial R&D for Maya Cloth, recommended pipeline for implementation.

**Computer Graphics Supervisor**

**Square USA, May 96 - July 98**

One of six supervisors responsible for 60+ animators, overseeing and participating in every aspect of digital production, including but not limited to: technical, art and animation direction, modeling, color and lighting and animation

**Senior Animator / Technical Director**

**JVC Multimedia, Nov 95 - May 96**

All aspects of digital production, including but not limited to: modeling characters and environments, texturing, lighting, animation and compositing

**Animator / Research Assistant**

**Florida Center for Electronic Communication, Sept 93 to Aug 95**

Produced fully 3D animated shorts to poems written by Dr. Edmund Skellings, Poet Laureate of Florida, for research and demonstration use within state education system as well as worldwide higher education institutions

**Computer Animation Director**

**Visual Evidence, Inc, June 92 to Sept 93**

Produced forensic animation for accident reconstructions, and for anatomical, maritime, architectural and aeronautical purposes

### **3D Artist**

#### **Freelance 1989 to 1993**

Freelance animator and independent producer for numerous clients, producing 3D animation, postproduction graphics, editing and multimedia designs

### **FILMOGRAPHY**

#### **Films ( partial list )**

Ghost of Girlfriends Past 2009

Inglorious Bastards 2009

GI Joe 2009

Zoom 2006

A Life Aquatic 2004

iRobot 2004

Peter Pan 2003

EMP ( Digital James Brown ) 1999

Astronauts Wife ( uncredited )

Hollow Man ( uncredited )

Mighty Joe Young 1998-99 ( uncredited )

Inspector Gadget 1999

### **SOFTWARE PROFICIENCY**

#### **3D**

*Maya*

*Renderman*

#### **2D**

*Shake*

*After Effects*

*Nuke*

#### ***Additional skills***

- \* Highly perceptive visual and tonal artistic abilities.
- \* Practical and efficient problem solver.
- \* Exceptional people skills.
- \* Ability to speak to large audiences or pitch concepts.
- \* Very well rounded artistic skills balanced with solid technical knowledge.
- \* Easy going demeanor, with confident decision making skill.
- \* Quick study with humble attitude.

Excellent **data management skills** and **solid working knowledge** of Unix and MEL  
Extensive experience on Unix, Windows and Mac platforms.

## **EDUCATION**

Florida Atlantic University

**Bachelor of Fine Arts** 1995

*Graduate Studies:*

**Florida Atlantic University, Florida Center for Electronic Communication  
Computer Art/Animation**

**Stanford University**

Continued Studies in Sculpture 2006

## **PROFESSIONAL AFFILIATIONS**

**Academy of Interactive Arts and Sciences**

**ACM Siggraph**, Los Angeles

**IGDA (International Game Developers Association)**

## **SPEAKING ENGAGEMENTS**

- Siggraph Chapters meeting 2004, *Making of Croc in Peter Pan*,
- Siggraph Chapters meeting 2004, *Making of David Fincher's HP Constant Change*<>
- Alias Wavefront 3Dec Event NYU 2001-02, *Facial Rigging for Complex Realistic Facial Animation*
- Art Institute of Ft. Lauderdale, *Digital Compositing with Shake*
- Siggraph 2001 Alias Wavefront professional seminar, *Facial Rigging for Complex Realistic Facial Animation*
- Siggraph 2000 Alias Wavefront presentation, *Making of Digital James Brown*
- Ft.Lauderdale Florida Siggraph presentation, *Making of Digital James Brown*
- Siggraph 2000 Panel, *Putting a New Face on The Godfather of Soul*
- 1998 Siggraph Career Bootcamp guest speaker <>

## **TEACHING ENGAGEMENTS**

- **Art Institute of Ft. Lauderdale,**  
*VFX Fundamentals*  
*Intro to Visual Effects*  
*3D animation II & III*
- **Florida Atlantic University,**  
*Digital Compositing (grad and undergrad)*

## **CREATIVE PURSUITS**

- *Professional Drummer / Musician*
- *Custom vintage motorcycle builder*
- *Snowboarding*
- *Surfing*

references and demo reel furnished upon request