

Computer Skills

3D Animation • Modeling • Texturing • Character Animation
Autodesk Maya • Adobe Photoshop • Adobe After Effects • Premiere

Experience

Professional 3D Animator/Motion Designer May 2014 – Present
Freelance

- Clients: Google/Mixtape Club, Nick Jr., Universal Kids, Sesame Street, Studio 104 Media
- Joined the team at Mixtape Club to animate in 2D Android characters in After Effects for the annual Google i/O 2017 conference keynote speech.
 - Worked with Bunko Studios to animate in 3D and 2D a short music video for Sesame Street, as well as a commercial for Universal Kids' new series, "Get Out of My Room."
 - Animated characters and background elements for Nick Jr.'s Halloween Campaign videos.

Freelance 2D/3D Animator - Senior Animator January 2018 - October 2019
Atomic Kid Studios LLC - Milford, CT

- Clients: Lego/Duplo & Disney, Metlife, Nestle, Gogo Squeeze, Global Atlantic, and Salesforce
- Joined forces with AKS to create animated content for a variety of projects, including 2D motion design and character animation for explainer videos as well as 3D character rigging and animation. All content created in Maya and After Effects.

2D/3D Animator November 2016 - December 2016
Live From The Inside Out LLC - Remote

- Created a promotional video for a children's book using a combination of 2D After Effects motion design, compositing, and 3D animation in Maya.
- 3D modeled, textured, rigged, and animated the main character and the book in Maya.

Lead 3D Character Animator - "Yummiloo" January 2016
Bunko Studios - New York, NY

- 3D character animation in Autodesk Maya for a children's pilot episode.
- Completed approximately two minutes of character animation for the six minute pilot.

3D Character Animator - "GiggleBellies" August 2015 – September 2015
3DMF - (Remote)

- Animated monster truck 3D characters in Maya for a children's programming Youtube channel.
- Completed shots at a rapid pace to meet client deadlines and budget.

Lead CG Artist - "Team Umizoomi" September 2013 – February 2014
Nickelodeon/Curious Pictures - New York, NY

- Completed the series, managed the team of CG animators and coordinated the episode schedules to ensure that all CG elements were of good quality and delivered on time.
- Modeled, textured, rigged and animated secondary characters, props, and vehicles

CG Artist - "Team Umizoomi" October 2007 – August 2013
Nickelodeon/Curious Pictures - New York, NY

- Animated, modeled, textured, and rigged CG props, backgrounds, and extra characters for all four seasons of the show's production.

Experience (continued)

Lead CG Artist - "Team Umizoomi" June 2010 – August 2010

Nickelodeon/Curious Pictures - New York, NY

- Modelled, textured, rigged and animated secondary characters, props, and vehicles.
- Once promoted, lead the team of CG animators and managed the episode schedules to ensure that all CG elements were of good quality and delivered on time.

Freelance Animator January 2006 - December 2013

Transistor Studios, Blue Peach Media, Be Delighted

- Created Flash animation for web advertisement for the National Kitchen and Bath Association.
- Character and prop animator for the "Marmaduke Duke" music video.
- Designed preliminary character for a classical music mobile application.

CG Animator - "Little Einsteins" August 2006 – September 2007

Curious Pictures - New York, NY

- Animated vehicles and extra characters for 35 episodes and one direct-to-video special.
- Worked to meet production deadlines for each episode.

Animation Assistant - "Little Einsteins" May 2005 – December 2005

Curious Pictures - New York, NY

- Contributed to various aspects of the pipeline through preparing files and spreadsheets.
- Animated CG shots and drawn props, as well as cropped and cleaned Design backgrounds.

3D Modeling/Texturing Intern January 2005 – May 2005

Croog Studios. - New York, NY

- Constructed 3D Maya character models to be used in a children's book.
- Laid out individual UV sets and developed semi-photorealistic character and fur textures

3D Animator January 2004 – July 2004

Bunko Studios Inc. - New York, NY

Clients: Pfizer, Nickelodeon

- Created 3D charts and modeled human sinus.
- Modeled, rigged and textured 3D characters with semi-photorealistic Photoshop textures.

2D Animation Inbetweener-Intern November 2003 – December 2003

Bunko Studios Inc. - New York, NY

- Drew by hand inbetween character frames according to dope sheet.
- Colored animated frames with digital paint program.

Awards

Preliminary Emmy Nomination, "Team Umizoomi" - 2013
Best Character Animation for a Preschool Television Special - "Shape Bandit"

Education

Collins College - Tempe, Arizona

July 2001 to December 2002

Associate of Occupational Studies Degree in Animation - 3.94 GPA