

Seeking position in animation or game production in challenging, creative environment. Key skills include visual design, concept art, illustration, and 2D/3D animation.

PROFESSIONAL EXPERIENCE

Greenshoe Animation Pittsburgh, PA (remote office)

July 2010-August 2011

Animator/Designer

- Designed and created digital assets for *ESPN Sports Bar and Grill*, a Facebook game developed by Playdom, a subsidiary of Disney Interactive Media Group. Assets included avatar characters, backgrounds, decorations and props in a variety of styles.
- Provided animation of avatars and selected props.

Agency 1903 Pittsburgh, PA

June 2010

Animator/Designer (Contract)

- Working from creative provided by client, built working Flash demo of Hewlett Packard's proposed equipment personalization application for deployment on Facebook.
- Duties included transfer and optimization of design elements into Flash, UI functionality implementation.

Radical Axis, Inc. Atlanta, GA

January 2010 - March 2010

Animator (Contract)

- Responsible for character and effects animation on Adult Swim series *Aqua Teen Hunger Force*. Direct report to VP of production.
- Supervised troubleshooting and rendering of 3D project for internal use at Hasbro.

Creativerge Communications Columbia, MD

February 2008-present

Designer/Animator (Contract)

- Animated and developed multiple Flash demo videos for Lumension network security products.
- Designed wide variety of illustrations for Marcom® award-winning multiplatform rebranding campaign for Metron Aviation.
- Animated multiple Flash sequences demonstrating functions and benefits of multilateration, Metron Aviation's alternative to traditional radar location technology.
- Illustration and animation used in multiple capacities, including print, interactive and trade show presentations.
- Created multiple logo designs for a variety of software products and companies

Peleman Industries Alpharetta, GA

October 2009 - January 2010

Graphic Designer (Contract)

- Led design and animation of company mascot for company subsidiary DinoTalk to increase brand awareness.
- Lead designer on covers for custom photobooks. Doubled number of designs previously available in catalog. Also responsible for keeping catalog up-to-date and customizing catalog for potential new customers.
- Developed visual concepts for proposed new retail products, including book-binding machines and photobook picture frame.
- Created design templates for line of recordable children's books.
- Designed product packaging, POS displays, brochures, trade show bags.

Artistic Image Atlanta, GA

August 2009

3D Animator (Contract)

- Worked closely with animation director on hero animation for *Defend the Dome*, an online promotional game co-sponsored by Ford and the Atlanta Falcons.

Turner Studios Atlanta, GA

June 2009- September 2009

Flash Animator (Contract)

- Designed and animated backgrounds for opening sequence of proposed programming block for Cartoon Network.
- Animated multiple licensed characters, including Powerpuff Girls, for promotional spot on Cartoon Network Latin America.

Radical Axis, Inc. Atlanta, GA

September 2008 - April 2009

Flash Animator (Contract) (January 2009 - April 2009)

- Created character and effects animation for Adult Swim series *Squidbillies*.

Lead Maya Animator (Contract) (September 2008 - January 2009)

- Responsible for character, creature, effects and camera animation on pilot for Adult Swim show *Cheyenne Cinnamon*.
- Revised existing animation for entire show, evaluating for quality and consistency.
- Managed and coordinated all CG assets, including characters, props, and background paintings; generated or revised assets as necessary, including models, textures and rigs.
- Supervised three other animators.
- Coordinated with matte painting and compositing departments to finalize all aspects of every shot.
- Oversaw and managed render pipeline.
- Completed pilot won online competition between unaired Adult Swim pilots (contest co-sponsored by Adult Swim and Burger King), with over 300,000 votes from adultswim.com visitors.

Fathom Studios Atlanta, GA

March 2007 - July 2008

Lead Environmental Concept Artist

- Generated all environmental concept art for proposed CG feature film and award-winning short *Chroma Chameleon*, screened at multiple national film festivals.
- Tasks included design of buildings, vehicles, landscapes and variety of props. Deliverables ranged from rough sketches to finished digital paintings for translation to 3D space.
- Designed and laid out promotional story-book for the proposed feature, combining prose version of the script with composited concept art for presentation to investors.
- Participated in story meetings with Animation Director and Director/Executive Producer, concepted key sequences.

Turner Studios Atlanta, GA

June 2007- September 2007

Flash Animator (Contract)

- Lead animator on two of six main characters for *Roller Squirrels*, a limited series of webisodes for Cartoon Network.
- Contributed character and effects animation to Emmy®-award winning series *Re\visioned: Lara Croft: Tomb Raider* for Gametap.com.

EDUCATION

Master of Fine Arts (2009)

Animation. Savannah College of Art and Design, Savannah, GA.

Bachelor of Arts (2001)

Concentration in Visual Arts. Sarah Lawrence College, Bronxville, NY.

TECHNICAL SKILLS

Proficient-to-expert with the following platforms, and software and skills:

- Windows XP
- Mac OSX
- Flash
- Maya
- Adobe Photoshop
- After Effects
- Adobe Illustrator
- Adobe InDesign
- Adobe Premiere
- Character Animation
- Lip Synch and Facial Animation
- Animation Layout Design
- Character Design
- Concept Design
- Storyboarding
- Graphic/Logo Design