

Experience

Animator, Blur Studio | Venice, CA | July 2009 – Present

- *DC Universe Online* | Cinematics | July 2010
- *Star Wars: The Old Republic* | Cinematics | June 2010
- *Star Wars: The Force Unleashed 2* | Cinematics | June 2010
- *Brink* | Cinematics | March 2010
- *Bioshock 2* | Cinematics | February 2010
- *Dante's Inferno* | Cinematics | February 2010
- *Dragon Age: Origins* | Cinematics | October 2009

Animator, Double Helix Games | Irvine, CA | September 2008 – July 2009

- G.I. JOE: The Rise of Cobra the Game | Cinematics, In-Game | August 2009
- *Unannounced title* | In-Game | Unreleased

Animator - Freelance, Blue Fish FX | Los Angeles, CA | November 2008

- Metallica - *All Nightmare Long* | Music Video | Winter 2008

Animator, Treyarch | Santa Monica, CA | March 2008 – September 2008

- *Call of Duty: World at War* | Cinematics, In-Game | November 2008

Lead Animator - Freelance, Night Agency | New York, NY | March 2008 – April 2008

- Sprialfrog Music | Website Animations | Spring 2008

Lead Animator, Vicon House of Moves | Los Angeles, CA | March 2007 – March 2008

- *Resident Evil 5* | Cinematics | March 2009
- *Fracture* | In-Game | October 2008
- *Silent Hill: Homecoming* | Cinematics, In-Game | September 2008
- *Golden Axe: Beast Rider* | In-Game | October 2008
- *Uncharted: Drake's Fortune* | Cinematics, In-Game | November 2007
- *TimeShift* | In-Game | October 2007
- *Sports Science* | Television Series | Winter 2008
- *WWE SmackDown vs. Raw 2008* | In-Game | November 2007

3D Integration Lead, Harris Corporation | Melbourne, FL | July 2006 – March 2007

- Character/Vehicle animations for real time simulations
- Model 3D buildings and monuments
- Create ground and building textures from satellite imagery using Harris proprietary software

3D Artist Intern, Two Door Productions | Altamonte Springs, FL | April 2006 – July 2006

- Responsible for the creation of 3D assets
- Character/Creature animations
- Shot composition and post editing using Adobe After Effects and Adobe Premiere

Education

Full Sail University | Winter Park, FL | September 2005

Associate of Science in Computer Animation

- Course Director's Award for Motion Studies and Control
- Course Director's Award for Character Modeling