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OBJECTIVE:

SEARCHING FOR A CHALLENGING, CAREER-BUILDING POSITION IN THE ANIMATION & GAMING INDUSTRY.

EDUCATION:

BACHELOR OF ARTS IN CINEMA, EMPHASIS IN PRODUCTION & ANIMATION, MAY 2007

SAN FRANCISCO STATE UNIVERSITY, SAN FRANCISCO, CALIFORNIA – GRADUATED WITH HONORS (CUM LAUDE)

SUMMARY:

- EXCELLENT SKILLS/KNOWLEDGE IN THE FOLLOWING:
 - o *3DS MAX, MAYA, MUDBOX, VUE, MAYA, HEROENGINE, PHOTOSHOP*
 - o *3D MODELING, LIGHTING, & TEXTURING*
 - o *CHARACTER RIGGING & SKINNING*
 - o *FINAL CUT PRO, COLOR, SOUNDTRACK PRO, MOTION, PREMIERE PRO, AFTER EFFECTS, ENCORE, DVD STUDIO PRO, SHAKE, DREAMWEAVER, AND PRO TOOLS.*
 - o *VISUAL EFFECTS COMPOSITING, DIGITAL MATTE PAINTINGS, GREEN SCREEN PRODUCTIONS, AND MOTION TRACKING.*
 - o *ENCODING AND STREAMING VIDEOS FOR THE WEB.*
 - o *DIGITAL VIDEO EQUIPMENT, BOTH SD AND HD.*
 - o *TRADITIONAL ART SKILLS LIKE DRAWING, STORYBOARDING, AND CONCEPTUAL ART.*

- PRINCESS GRACE AWARD NOMINEE.

EXPERIENCE:

LEAD ENVIRONMENT ARTIST - CINEMATICO - SAN FRANCISCO, CA (MAY '07 TO PRESENT)

- LEAD ENVIRONMENT & ASSET MODELER, LIGHTER, AND TEXTURE ARTIST. INVOLVED IN EVERY ASPECT OF PRODUCTION INCLUDING RENDERING AND COMPOSITING.
- USES AUTODESK 3DS MAX TO CREATE COMPUTER-GENERATED ENVIRONMENTS FOR SEVERAL HIGH-PROFILE PROJECTS: MARVEL ULTIMATE ALLIANCE 2, MONSTERS VS. ALIENS, BEE MOVIE, XAVIER: RENEGADE ANGEL, SUPERJAIL, SHREK: CARNIVAL CRAZE AND BIG LEAGUE SPORTS: WINTER.

SENIOR GAME ARTIST - MINDFUSE GAMES - BERKELEY, CA (FEBRUARY '09 TO JUNE '09)

- SERVED AS LEAD ENVIRONMENT ARTIST, ASSET MODELER, TEXTURE ARTIST, AND CHARACTER TD FOR THE CASUAL-ADVANCED MMORPG ENTITLED "THE WORLD OF GATHERYN". USED THE HEROENGINE.

FREELANCE FILMMAKER - TORRES STUDIOS - SAN FRANCISCO, CA (MAY '07 TO PRESENT)

- SERVED AS DIRECTOR OF PHOTOGRAPHY, PICTURE AND SOUND EDITOR, VISUAL EFFECTS AND CG ARTIST FOR CLIENTS LIKE ACTIVISION, DREAMWORKS, THE CARTOON NETWORK, AND MARVEL STUDIOS.

PROJECTS:

- HOW TO TRAIN YOUR DRAGON (VG) (2010) - TECHNICAL DIRECTOR: ENVIRONMENT ARTIST
- MARVEL ULTIMATE ALLIANCE 2 (VG) (2009) - TECHNICAL DIRECTOR: ENVIRONMENT ARTIST, LIGHTING, TEXTURING, COMPOSITING, AND RENDER-WRANGLER
- MONSTERS VS. ALIENS (VG) (2009) - ENVIRONMENT ARTIST
- THE WORLD OF GATHERYN (VG) (2009) - SENIOR GAME ARTIST & 3D GENERALIST: RIGGING, SKINNING, ENVIRONMENT ARTIST, MODELING, LIGHTING, AND TEXTURING.
- BIG LEAGUE SPORTS: WINTER (VG) (2009) - LEAD ENVIRONMENT ARTIST, RIGGING, SKINNING, AND LIGHTING
- SHREK: CARNIVAL CRAZE (VG) (2008) - ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING

- *SUPER JAIL (TV) (2008)* - LEAD ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING
- *XAVIER: RENEGADE ANGEL (TV) (2007)* - LEAD ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING
- *BEE MOVIE (VG) (2007)* - LEAD ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING
- *THE CRIMES OF MISTER LOWRY (2007)* - ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING