

Summary of Qualifications

I am a dedicated individual seeking position as a character animator in a challenging, creative, and learning environment. Training in 3D character animation, basic character setup: design, modeling, texturing, and basic rigging. Familiar with large variety of hardware including, PC, Macintosh, and Linux systems. Knowledgeable in a multitude of software programs including Autodesk Maya, 3ds Max, Faceware, Motion Builder, Vicon, Unreal Editor, Adobe Products: After Effects, Flash, Illustrator, Photoshop, and Premiere.

Professional Experience

Image Metrics/Animator

January 2011 to Present

- Infamous 2 - Produced hand keyed facial animation
- Harry Potter and the Deathly Hallows: Part 2 - Produced facial animation
- Unreleased Rockstar video game - Produced facial animation

Image Metrics/Animator

August 2010 to September 2010

- Red Dead Redemption: Undead Nightmare - Produced facial animation

Free Lance/Volunteer Graphic Designer

2003 - 2008

Designed Gift Cards and Sales Posters

- Whitney's Fine Jewelry - Maysville, Kentucky
- Diamond Faux - Lexington, Kentucky

Education

AnimationMentor.com 2009-2010

Ceritfication in Adnvanced Character Animation Studies

Mentored by:

Paul Allen	Basic Foundations
Martin Hopkins	Psychology of Body Mechanics
T. Dan Hofstedt	Advanced Body Mechanics
Paul Allen	Introduction to Acting
Boola Robello	Advanced Acting
Mark Pullyblank	Polishing and Portfolio
Sean Sexton	

Savannah College of Art and Design 2005-2009

Bachelor of Fine Arts: Animation
Savannah, Georgia

References and Reel Available Upon Request