

OVERVIEW

Seeking a position that utilizes my ingenuity and expertise in computer graphics for XR applications. I have a deep curiosity for the reality-bending potential of XR, and would love to find a position that would allow for exploration and creation of profound content.

WORK EXPERIENCE

ART DIRECTOR | SURREAL/STX

Jan 2017

- Lead the CG department
- Art Directed animated and interactive projects for virtual reality

ART DIRECTOR | NIX HYDRA

May 2015–Oct 2016

- Lead a small team on game production
- Modeling, texturing, lighting, rigging, animating for 2D and 3D games in Unity

ANIMATION DIRECTOR | MAKER/DISNEY

June 2010–May 2015

- Developed Maker's animation department from its inception
- Created 7 original animated series with top Youtube talent
- Directed over 140 short-form episodes
- Oversaw character and story development, voice directing, art direction, storyboarding, and a team of animators through production

CREATOR/DIRECTOR | NICKELODEON

June 2012–Feb 2013

- Created animated short "Wing Dings" through the Comedy Shorts program
- Episode was a pilot for series potential

ANIMATOR | MK12

Dec 2010–April 2011

- 2D traditional animator for short film "Follow the Sun"

SPECIALTIES

Directing for Animation

Character Animation- 2D/3D

CG Generalist

modeling
rigging
texturing
lighting
materials/shaders
camera work
rendering

Art Directing for Games and Animation

Game Design

SOFTWARE

Unity

Maya

Mudbox

After Effects

Premiere

Photoshop

Flash

Storyboard Pro

EDUCATION

CALARTS

2011

BFA Character Animation

UNIVERSITY OF KANSAS

2004

BFA Fine Art

ALSO!

I am the creator of the world's greatest video game... for CATS! I'm part of a two-man team responsible for games such as Game for Cats, Paint for Cats, Catzilla, and Squishy Fishy Kitty Toys. They have been featured by Redbull, Animal Planet, New York Times, ABC News and many more!