

Profile

Illustrator and animator, with extensive 2D and 3D, traditional and digital media experience. Keen to create immersive worlds, compelling characters, and tell engaging stories.

Skills

Adobe Creative Suite, Photoshop, Illustrator, After Effects, Premiere, Final Cut Pro, Nuke, Motion, TVPaint, Maya, Cinema4D, Traditional Painting Media, Microsoft Office Suite, Mac/Windows

Experience

ANIMATOR & ILLUSTRATOR: CONTRACT ARTIST // R2INTEGRATED, CAMPBELL, CA – MAY 2016 - PRESENT

Motion graphics and original content creation for marketing firm. Video editing, animation, illustration, graphic design, storyboarding, sound editing, and mixing. Responsible for understanding industry standards and needs, from web to broadcast. Quick, efficient concept generation and clear stages from previsualization to final execution of projects.

ILLUSTRATION, APPAREL & PRODUCT DESIGN, SALES, PRINT BROKERING // FREELANCE – 2006-PRESENT

Founded boutique apparel and merchandise design/production business to give my work a voice within the independent artist community, and to reach out to fellow artists within the community to help them promote their work and realize their own concepts into tangible resale goods. Internet and pop-up location based sales, managing inventory, advertising, and orchestrating collaborative efforts with guest artists. Brokered print production deals for independent artists and large, annual events alike, coordinating and fulfilling orders between multiple vendors and locations to meet clients' particular needs. Illustrations and graphic design for various private clients.

PREVIZ & LAYOUT, ANIMATOR: INTERN // MARAUDER FILM, SAN FRANCISCO, CA – 2012-2013

Created Storyboards and Layout Animation for live action film shoots. Modeled VFX Assets and provided Digital Double animation for green screen VFX. Assisted Director of Photography and Production Coordinator at studio and on-location shoots.

ANIMATION & MODELING, MAYA: FREELANCE TUTOR // COGSWELL COLLEGE, SUNNYVALE, CA – 2012-2013

Mentored students of Cogswell in the principals of animation and cinematography, and industry standard best practices for working in a Maya-centric pipeline.

VISUAL DEVELOPMENT, ILLUSTRATION, STORYBOARDING, UI, UX : INTERN // RUMBLE SUNNYVALE, CA – 2012

Adapted a popular children's book for an interactive, puzzle-based, animated ebook. Worked under the direction of publisher redesign characters from a popular children's book series, optimizing for a Flash-based animation pipeline. Collaborated with team of artists to develop UI, puzzles, and create maquette-style Flash animation assets for iOS platform. Lead artist for Storyboards and Environments, working in a painterly style to evoke the illustrative qualities of the original book.

VISUAL DEVELOPMENT, STORYBOARDING, ANIMATION // COGSWELL COLLEGE, PROJECT X – 2011-2012

Participated in rigorous and rewarding student team project that reflected a production studio environment to collaboratively create a 5 minute, fully animated short film. Lead Storyboard Artist, Lead VisDev Artist overseeing Environment & Character Design. Responsible for Color Script, Camera & Layout Animation, ensuring the final look and feel of the film remained true to the concepts. Modeled 3D characters and prop assets for Previz and Production Modeling.

Education

Cogswell College, Sunnyvale, CA – Digital Arts & Animation B.A., Valedictorian 2012

Laguna College of Art & Design, Laguna Beach, CA – Illustration, 2D & 3D Animation 2008-2011