



Skills:

Technical:

Strong understanding of the 12 Principles of Animation (Anticipation, Staging, et. al.)
Artistic fundamentals (human and animal anatomy, construction, composition, design)

Software:

Adobe: Photoshop CS, DreamWeaver, Premier, After Effects, Flash
Final Cut Pro
Maya 7.0 thru 8.5

Work Experience: Illustrator & Animator

Freelance Illustrations for private clients. (2005- Present)

"As Seen on TV" FulCircle Productions Animated Short: (2009)

Not-for-profit, voluntary work

- Lead Animator on main character "Tony Butts"
- Organized scenes, aided in layout.
- Supervised inbetweeners, colorists.
- Supervised instruction on Flash animation and Digital Capture

"Requiem Mask" Iron-Gibbet Studios Original Comic: (2008-PRESENT)

Not-for-profit, voluntary work

- Aided on story development
- Contributed character designs
- Lead storyboarding, page layout, and primary pencils
- Lead developer on "Requiem Mask" cartoon

Work Experience: Other

Student Worker: (July 2008 - March 2009)

- Assisted students with 2d animation projects.
- Tech support for "Lunch Box" pencil test system and digital capturing device.

Walgreens Photo Specialist; (Oct 2007 –Dec-2007)

- Operated, maintained film development and printing machines.
- Assisted, maintained digital photo output kiosks and customers.
- Provided exemplary customer service with product knowledge.

Education:

Art Institute of Vancouver (2006-2007)
Animation Art and Design

Art Institute of Atlanta (2003-2009)
Bachelor of Fine Arts, Media arts and Animation

Awards and Recognition:

Honor Role and Dean's list From January 2008 to March 2009
Outstanding Contributions to the Department, March 2009