

## Experience

### Animation Supervisor

#### MPC Moving Picture Company (2016 - 2018)

- Reached a new level of human realism in the animation industry
- Facilitated client communication and creative direction
- Participated in cross department collaboration for optimized production
- X-men: Dark Phoenix
- Blade Runner: 2049

### Lead Animator

#### MPC Moving Picture Company (2015 - 2016)

- Supported teams of artists with creative direction and technical problem solving
- Worked on pre-production of rigs and workflow processes
- Animated challenging VFX orientated shots
- Predator
- Ghost in the Shell
- X-men: Apocalypse
- Independence Day 2: Resurgence
- Batman v Superman
- Goosebumps

### Animation Instructor

#### Vancouver Film School (2014 - 2015)

- Mentored a class of 5 – 15 students
- Helped direct and guide students demo reels
- Gave lectures once a semester on topics in animation

### Character and Prop Rigger

#### Bardel Entertainment (2014)

- Rigged characters to pipeline specifications
- Created custom scripts to speed workflow and accuracy
- Asset checked all props and characters before client delivery
- Re-modeled props for lowRes and Proxy resolution
- Veggie Tales in the House

### Intermediate Animator

#### Sony Pictures Imageworks (2010 - 2014)

- The Amazing Spiderman 2
- Cloudy with a Chance of Meatballs 2
- Oz: The Great and Powerful
- Men in Black III
- The Smurfs

### Animation Instructor

#### Art Institute of Vancouver (2013 - 2014)

- Created lectures and 1 on 1 lessons to students on fundamentals of 3D
- Taught a class of 15 – 25 students
- Improved and helped continue development of the syllabus
- Basic 3D Concepts
- Animation Level 1

### Senior Animator

#### Nerd Corps Entertainment (2008 – 2010)

- Developed pilot projects as well as game cinematic for Activision
- Taught animation and pipeline to new animators
- Created simple scripts, cycles, and clips for use throughout production

## Achievements

#### VES Award Nomination (2018)

For Outstanding Animated Character in a Photoreal Feature on Blade Runner 2049

#### HPA Award Nomination (2018)

For Outstanding Visual Effects on Blade Runner 2049

#### Animation Tools Integration (2017)

Implementation of handwritten code to improve productivity and efficiency in animation and overseeing pipeline improvements

#### Employee of the Month Award (2015)

For outstanding work and contribution in the role of Lead Animator on Goosebumps

#### Applause Award (2013)

for outstanding performance and lasting contribution on Oz: The Great and Powerful

#### Applause Award (2012)

for outstanding performance and lasting contribution on Men in Black 3

#### Selected for Annie Awards Submission (2011)

Selected to go for nominations for the Annie Awards 'character Animation in a Feature Production' on 'The Smurfs'

#### Skills Canada Canadian Nationals (2006)

1<sup>st</sup> Place in Regional's, Provincial's, and National's

#### Full Tuition Scholarship (2006)

Full Tuition Scholarship for the Art Institute of Vancouver

## Skills

- Character Animation
- Quadruped Animation
- VFX Animation
- Python Animation Tools
- Motion Capture
- Rigging
- Rotomation
- Camera and Layout
- Rigid Body Dynamics
- Modeling
- Cinematic Editing
- 3D Generalist