

EXPERIENCE

Skybound Entertainment

CG Environment Designer - INVINCIBLE - Amazon Prime Original 2D animated series

- Translating color scripts, storyboards, animatics and vocal descriptions into functional environment designs.
- Blender 4.0 - primary production tool
- Delivering 2D and 3D concept art packages for art director, BG paint department and partner studios.
- Pre-Vis
- RLO - Performing staging, setting camera angles, focal lengths and blocking geometry - then upresing environment based on final established shot.
- Mentoring new hires <https://youtu.be/ZnfUeVeMKjY> **7/2022 - PRESENT**

Disney Television Animation

Lead Model Designer - Monsters at Work Season 2 - Disney+

- Overseeing all modeling of characters, environments and props to ensure all modeling deliverables are completed and in line with the production
- Guiding modeling edgeflow /topology designs to advocate for the best deformation.
- Working with partner studio and Pixar to define the creative and technical approach for the show.
- Also contributing to technical aspects of the production
- RD hair groom, shader look, cloth sim, character deformation.
- Unreal Engine artist - <https://www.birdbrainstudio.com/unreal-engine> **8/2021 - 7/2022**

Bento Box Entertainment

Senior CG Generalist - Bob's Burgers The Movie - feature film

Doing a little bit of EVERYTHING.

- Maya troubleshooting
- Camera projections and creating custom 3D sets/camera moves to give 2D scenes 3D parallax
- Using Mental Ray - Maya 2015
- Animation/fixes
- Creating/editing AOV passes to support the Harmony/NUKE team
- Substance Painter texturing
- 3D modeling <https://youtu.be/wEJFNqFq0bE> **2/2021 - 8/2021**

RYOT/ Verizon Media

Unreal Engine Visual Development Artist

- Rapid prototype 3D environments of proposed shoot
- Assemble environments in Unreal Engine using Unreal Marketplace, Kitbash, Megascan and custom modeled assets made in Maya.
- Toolsets include - Unreal, xNormal, Photoshop, Maya, Substance Painter, ZBrush.
- Lighting of exterior and interior environments.
- PBR material creation.
- Use of Unreal's foliage and landscape tool for instances where custom terrain is needed for an environment.
- Modeling, UVing, and texturing custom assets .
- Worked with lead Unreal engineer.
- Use of Unreal's Sequencer - <https://www.birdbrainstudio.com/ryot> **2/2021 - 4/2022**

Marvel Animation Studios

CG Visual Development Artist/ CG Generalist

Doing a little bit of everything to help launch a NEW Marvel CG show

- CG Liaison to outsourcing studios
- Character /Environment/vehicle CG look development
- Toy development / prototyping with Disney Consumer Products
- Maya Character rigging
- Maya Modeling/Zbrush sculpting
- Substance Painter Texturing
- Maya XGen hair designs
- Unreal Engine/ HTC Vive VR - <https://www.birdbrainstudio.com/marvel> **7/2019 - 9/2020**

Warner Bros Studios

CG Environment Designer

Happy Halloween, Scooby-Doo! - movie

<https://youtu.be/z6UVARUhXH4> **3/2019 - 7/2019**

WeVR
 330 Indiana Avenue
 Venice CA

Senior Unreal VR Artist

Senior Environmental Unreal VR artist on the full VR experience Gnomes & Goblins (<https://www.birdbrainstudio.com/gnomesandgoblins>) working directly with Jon Favreau. In this role I performed tasks such as, but not limited to, simple blockout design, to high resolution Zbrush sculpts, high to low resolution baking process, shader setup and evaluate/troubleshooting of all deliverables in the HMD using Unreal Engine. On this project I was introduced to components of Unreal like blueprints, parallax occlusion mapping and some VR specific normal map enhancement tricks.

<https://wevr.com/> **2/2017 - 3/2019**

Prologue Immersive
534 Victoria Ave,
Venice, CA 90291

DAQRI
1201 W 5th Street
Los Angeles, CA 90017

Fuhu Inc.
909 N Sepulveda Blvd
El Segundo, CA 90245

California State University - Long Beach
1250 Bellflower Boulevard
Long Beach, California 90840

Blind Squirrel Games
3176 Pullman Street Suite 107
Costa Mesa, CA 92626

The Walt Disney Television Animation
500 S. Buena Vista Blvd.
Burbank, CA

Disney Interactive Studios
5161 Lankershim Blvd.
North Hollywood, CA 91601

DreamWorks Animation Television
(formerly WILDBRAIN Entertainment)
15000 Ventura Blvd.
Sherman Oaks, CA 91403

Senior 3D Artist - Linkin Park VR Destination project

Duties include:

- Hard and Organic modeling in Maya
 - Character modeling
 - Character rigging
 - UVing of hard and organic assets
 - Texturing
 - 3D assets and elements creation
 - FACS based blendshape creation
 - Character animation - lip syncing
 - 3D look-dev - process documentation
 - Working closely with Unity engineers
 - UI concept look-dev - UI elements animation - export to Unity
- <http://prologueimmersive.com/> - <https://vimeo.com/221335196> 7/2017 - 8/2017

Senior Sculptor/Tech Artist - Advanced Concepts Team

Member of the Advanced Concepts Team of Unity/augmented reality virtual human(ARToolKit) developers. I worked closely with client and partner companies, including but not limited to Activision, Crayola, Disney, Mattel and Illumination Entertainment. In this position I was involved in the creation of branded content for DAQRI's marketing and product pursuits for the Smart Helmet, Smart Glasses and Holographic AR display.

<http://www.DAQRI.com>

5/2014 - 2/2017

CG Supervisor

Duties include....

- Creating CG department
- Finding/interviewing/hiring artists
- Directing hardware/software needs for team
- Leading the modeling of characters and environments
- Guiding the technical aspects of the CG department
- Hair R&D - Polygonal and Maya nHair grooming, Mental Ray rendering and using p_HairTK shaders
- Character rigging
- Mentoring jr. artists
- Working with over seas studios
- General Maya troubleshooting.

<http://www.Fuhu.com/>

11/2013 - 4/2014

Adjunct Professor

Computer Animation1 & 2 - Maya 3D - Modeling / UVing / Use of Arnold Shaders / Texturing / Lighting / Rendering in Arnold / Character Rigging / Animation / Final project output in Premiere - After Effects

Fabrication LAB - Teaching 3D printing - Laser cutting - CNC milling - 3D scanning /Photogrammetry

www.CSULB.edu

1/2011 - PRESENT

Character artist/character technical artist

Project **The Evil Within** working with Bethesda Studios and **EVOLVE** with Turtle Rock Studios

- Developing character modeling pipeline
- Retopologizing/upresing/adding detail to silhouettes of low res character models and textures.
- Re UVing to match existing UVs
- Re rigging/adding to rig for secondary animation control and working with the animation team

<http://www.blindsquirrelgames.com/>

4/2013 - 7/2013

Senior 3D artist - TRON : Uprising - <https://www.birdbrainstudio.com/tronuprising>

I did a little bit of everything - modeling, particle effects, rigging, texturing/shading, lighting, heavy use of render layers and referencing in Maya, production use of RUSH renderque, heavy creation of masks in 3D for comping in NUKE, Mental Ray troubleshooting, working with over seas studio, compositing in NUKE and After Effects and lip sync/ light character animation revisions -

4/2012 - 4/2013

- Modeling high resolution environments in Maya and ZBrush
- Creating textures for environments including height maps, color maps, normal maps, spec maps and transparency maps in Photoshop and ZBrush
- UV map textures to polygonal surfaces using ZBrush and Maya
- Rendering/troubleshooting with Mental Ray
- Using/consulting on Disney proprietary software
- Working closely with software engineers and avatar teams

9/2011 - 3/2012

Senior Modeler - Dragons : Riders of Berk

Maya character modeler/CG consultant on the development team for the Dreamworks property "How To Train Your Dragon" TV series due to air on Cartoon Network. Modeling vikings and dragons and creating, normal and occlusion maps in ZBrush. Working with overseas studios.

www.wildbrain.com

<https://www.birdbrainstudio.com/dragons>

4/2011 - 9/2011

Sony Pictures Imageworks
9050 Washington Blvd.
Culver City, CA

The Walt Disney Studio
DisneyToon Studios
500 S. Buena Vista Blvd.
Burbank, CA

Nickelodeon Animation Studios
231 West Olive
Burbank, CA 91502

Warner Bros Studios
Main Street Pictures
Burbank, CA

iMAGi Animation Studios
15301 Ventura Blvd., Bldg. D, Suite 210
Sherman Oaks, CA 91403, USA

Nickelodeon Animation Studios
231 West Olive
Burbank, CA 91502

nVIDIA
2701 San Tomas Expressway
Santa Clara, CA 95050

Senior Modeler

Character, environmental and prop modeler on the CG animated feature "Hotel Transylvania"

- Organic Modeling - characters, creatures, clothing, props
- Hard Surface Sub-D Modeling - vehicles, interiors/exterior, props
- Worked closely with hair/cloth/texturing/look-dev teams
- Proactive communication
- Deadline oriented

www.imageworks.com <https://www.birdbrainstudio.com/hoteltransylvania> 4/2010 – 11/2010

Senior Character Modeler

Front End CG Look Development modeler - Tinkerbell: Secret of the Wings

<https://youtu.be/UpFv8M2HdQ4>

- Primary task was 3D look development of owls
- Modeling clothing, corrective / facial blendshapes and digital maquettes of main fairy characters, animals, environments and props for director approval.
- Promoted positive working relationship with over-seas studio - Prana
- Consulting on production issues dealing with rigging and modeling

Trailer - <https://youtu.be/UpFv8M2HdQ4> 10/2009 – 1/2010

Lead Character Technical Artist - Kung Fu Panda: Legends of Awesomeness

- Directed internal junior TDs with character rigging
- Managed over-seas studios with prop rigging
- Mediated internal generalist team with prop rigging
- General Maya problem solving
- Working closely with CG supervisor and animation supervisors

www.nick.com Trailer - <https://youtu.be/tacqKppQLzk> 10/2008 – 10/2009

Modeling corrective and facial blendshapes and CG Characters and Environments for Warner Bros. produced CG shorts on the Warner Bros. lot.

- Making character models riggable while maintaining efficient use of subDs and polygon geometry, and stylizing environments in line with Art Direction.
- Worked closely with the Director to achieve the look while being considerate of creating and supporting a healthy asset/deliverable for others in the pipeline.
- Hard and organic modeling in Maya and XSI.
- Modeling properly for cloth.

<https://youtu.be/cb2yeN7F7Oc> - <https://youtu.be/h2rOePdlyJc> 8/2008 - 10/2008

Astro Boy: the movie - as a CG designer/Generalist on this film, I work with the art director/director and as part of the look development team to define all the technical and artistic aspects needed to create the appearance of an element to be used in Astro Boy. Developed CG characters/sets/props models, rigging R&D, hair grooming, cloth simulation, lighting and acting as a liaison between the IT and art department.

www.imagi.com.hk <https://www.birdbrainstudio.com/astroboy> 10/2007 – 8/2008

Maya Character Technical Artist developing 2 new CG shows at Nick. The first is "Tak and the Power of Juju" based around the video game and the other show is based around the penguins from the DreamWorks feature "Madagascar". I fabricated CG models, lighting and layout ...all in conjunction with overseas studios. www.nick.com Promo - <https://youtu.be/Mcaallh8nZY> 1/2007 – 10/2007

Senior Maya artist working off-site on the marketing demo team. Experience included general Maya production for real-time game art assets, but primarily rigging issues.

<http://www.nvidia.com> - <https://www.birdbrainstudio.com/nvidia> 10/2005 – 01/2007

SOFTWARE

Unreal Engine 5.6
Maya 2026
ZBrush 2022
Blender
Xgen
Arnold - render/shader network
Substance Painter

Adobe Premiere Pro
Adobe After Effects
Adobe Illustrator
Adobe Photoshop
R3DS Wrap
xNormal
Marvelous Designer

EDUCATION

California State University Long Beach, CA
BFA Illustration
1987 - 1992

Ventura J.C.
AA Degree - General Education
Ventura, CA
1984-1987

UCLA Extension
Storyboarding/Marker Techniques
University Of California Los Angeles
1995

Santa Monica College Academy of Entertainment
& Technology
2D / 3D Animation
Santa Monica, CA 1999