

## EXPERIENCE

### Skybound Entertainment

**CG Environment designer - Invincible** - animated series on Amazon Prime.

CG Environment designer - Amazon Prime Original 2D animated series - Invincible  
- Designing locations and props in 2D and 3D  
- Translating script, storyboards/animations and vocal descriptions into functional designs  
- Delivering 2D and 3D concept art packages for art director and BG paint department **6/2021 - PRESENT**

### Soul Machines

**Senior CG Artist** - Exploration of Real-time digital characterized phenotype creation.

**4/2022 - 6/2022**

### Disney Television Animation

**Lead Model Designer** - Monsters at Work - Disney+

- Overseeing all modeling of characters, environments and props alongside the CG Supervisor to ensure all modeling deliverables are completed and in line with the production  
- Working with partner studio and Pixar to define the creative and technical approach for the show with the CG Supervisor  
- Give feedback/critiques and troubleshoot workflow and design improvements  
- Also contributing to technical aspects of the production along side with the CG Supervisor - R & Ding hair groom, shader look, cloth sim, character deformation..

**9/2021 - 4/2022**

### 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

**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.

**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  
- ...and much more

**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.gnomesngoblins.com/>) 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

#### 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/> **7/2017 - 8/2017**

DAQRI  
1201 W 5th Street  
Los Angeles, CA 90017

#### 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**

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

#### 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**

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

#### 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](http://www.CSULB.edu) **1/2011 - PRESENT**

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

#### 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**

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

#### Senior 3D artist - TRON : Uprising

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**

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

- 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**

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

#### 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 aire on Cartoon Network. Modeling vikings and dragons and creating, normal and occlusion maps in ZBrush. Working with overseas studios.

[www.wildbrain.com](http://www.wildbrain.com) **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](http://www.imageworks.com)

4/2010 – 11/2010

### Character Modeler

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

- 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

10/2009 – 1/2010

Lead Character Technical Artist working on a show based around the DreamWorks feature "Kung Fu Panda".

- 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](http://www.nick.com)

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.

<http://hivfreegeneration.warnerbros.com> - "Click" on "LEARN" to view CG shorts

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](http://www.imagi.com.hk)

10/2007 – 8/2008

Maya Character Technical Artist developing 2 new CG shows at Nick. The first is "Tak and the Power of Jujū" 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](http://www.nick.com)

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>

10/2005 – 01/2007

## SOFTWARE

Maya 2022  
Xgen  
Arnold  
ZBrush 2022  
Substance Painter  
Adobe Premiere Pro  
Adobe After Effects  
Adobe Illustrator  
Adobe Photoshop

Unreal Engine 4.27 - 5  
Blender  
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