

SUMMARY

- Specialize in CG asset creation/management for TV, Feature Films, AR, VR, MR
- Experienced in translating 2D concepts to CG Elements
- College level teaching, Jr artist mentoring and maintaining overseas studios relations /communications

EXPERIENCE

Marvel Animation Studios	Unannounced project	7/2019 - PRESENT
Warner Bros Studios	Unannounced project	3/2019 - 7/2019
WeVR 330 Indiana Avenue Venice CA	Senior 3D Artist - Jon Favreau's "Gnome & Goblins" VR experience...you're going to LOVE this -Using Maya, Zbrush, Adobe Suite, Handplane, xNormal, Substance Painter, Marmaset Toolbag, Unreal Engine 4, Perforce on the VIVE and Oculus https://wevr.com/	2/2017 - PRESENT
Prologue Immersive 534 Victoria Ave, Venice, CA 90291	Senior 3D Artist Duties include: - Hard and Organic modeling in Maya - Character modeling - Character rigging - UVing of hard and organic assets - Texturing http://prologueimmersive.com/	- 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 7/2017 - 8/2017
DAQRI 1201 W 5th Street Los Angeles, CA 90017	Senior Sculptor/Tech Artist - Advanced Concepts Team Augmented Ashton Kutcher on a mobile device....amazing! I was the lead character modeler creating the base 3D sculptor of Ashton and over 60 left and right FACS based facial blendshapes and corective body blendshapes . I worked closely with Matthias Wittmann, Facial Animation Supervisor on such films as "Benjamin Button", "Tron Legacy", "Virtual Tupac" and "Maleficent" while at Digital Domain. There have been other augmented human and R & D projects that we hope to share in the future. http://www.DAQRI.com	5/2014 - 2/2017
Fuhu Inc. 909 N Sepulveda Blvd El Segundo, CA 90245	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	Instructor - Maya 3D www.CSULB.edu	1/2011 - PRESENT
Blind Squirrel Games 3176 Pullman Street Suite 107 Costa Mesa, CA 92626	Character artist/character technical artist on next gen console development 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	"TRON : Uprising" - television series. Senior 3D artist... 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 WILDBRAIN Entertainment)
15000 Ventura Blvd.
Sherman Oaks, CA 91403

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

4/2011 - 9/2011

Sony Pictures Imageworks
9050 Washington Blvd.
Culver City, CA

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

4/2010 - 11/2010

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

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

Nickelodeon Animation Studios
231 West Olive
Burbank, CA 91502

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

10/2008 - 10/2009

Warner Bros Studios
Main Street Pictures
Burbank, CA

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

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

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

10/2007 - 8/2008

Nickelodeon Animation Studios
231 West Olive
Burbank, CA 91502

Maya Character Technical Artist developing 2 new CG shows at Nick. The first is "Tak and the Power of Jujuu" 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

1/2007 - 10/2007

nVIDIA
2701 San Tomas Expressway
Santa Clara, CA 95050

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

COMPUTER SOFTWARE

Maya 2018
xGen
Arnold
ZBrush 2019
Substance Painter
Adobe Premiere Pro
Adobe After Effects
Adobe Illustrator
Adobe Photoshop

EDUCATION

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

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

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

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