

OBJECTIVE

My objective is to find a job that enriches and challenges me, a job that leverages my strengths as an expert in my craft and field.

INDUSTRY EXPERIENCE

ANIMATOR (Contract)

April 2022 – Present

EA CREATE - (Remote) Seattle, Washington

- Create layout scenes involving characters, props, and environment for cutscenes in-game.
- Utilize MotionBuilder, Maya, and proprietary tools to polish specific animations to a deliverable level for the outsourcing team to use as a standard.
- Prototype and facilitate tools, rigs, and procedures for a faster and more productive pipeline.
- Brainstorm and contribute to shots, helping set the tone for the cutscenes in pre-production.
- Train interns, and help new hires get familiar with procedures, tools, and programs.

TWITCH STREAMER / FREELANCE ARTIST

Jan 2021 – Present

Twitch - Seattle, Washington

- Stream art processes online (animation, digital and traditional art).
- Build, interact and commit to a community of online subscribers, fans, and followers.
- Coordinate, manage, and complete commission artworks from art patrons.
- Create artworks including watercolor paintings, emojis, character designs, and animated logos.

GAMEPLAY ANIMATOR

Oct 2019 – Mar 2020

Soulbound Studios - Seattle, Washington

- Worked closely with senior animator, lead, game designer, and engineers to produce detailed and polished combat and transversal body mechanic animations.
- Worked closely with designers to plan out a complex combat system including 5 style groups, with 33 unique attack combos per group. Each animation required a blend in and out transition.
- Created compelling transversal animations through a complicated obstacle course.
- Contributed to the team successfully hitting animation deliverable milestones.

FREELANCE ANIMATOR

Nov 2018 – Oct 2019

Soulbound Studios - Seattle, Washington

- Created keyframe animated characters from start to polish in Maya.
- Contributed to brainstorming, reference gathering, acting, and team collaborations to ensure high-quality performance and visual aesthetics of gameplay animations.

GAMEPLAY ANIMATOR

Jan 2018 – July 2018

Hardsuit Labs - Seattle, Washington

- Participated in directing, performing, and processing motion capture data.

- Used Motive, MotionBuilder, Maya, and Unreal to create compelling animations.
- Conducted candidate interviews and contributed to interviewing processes.

CHARACTER ANIMATOR

July 2009 – Sept 2017

2K Games/Visual Concepts - Novato, California

- Developed strong skills in motion-capture cleanup animation for console games.
- Animated professional athletes and captured their signature likenesses in-game.
- Personal responsibility and ownership of all dunks and free throw animations in-game.
- Worked closely with producers, lead, and programmers to create and maintain an improved Free Throw pipeline that maintains the flow and detail of cut-up animations.
- Worked closely with supervising animators and assisted junior animators to establish realistic human motion and plausible character interactions within strict deadlines.

SHIPPED TITLES:

PS4/XBOXONE

NBA2K14, NBA2K15, NBA2K16

NBA2K17, NBA2K18

PS3/XBOX360

NBA2K11, NBA2K12, NBA2K13, NBA2K14

MLB2K10, MLB2K11, MLB2K12

2D CHARACTER ANIMATOR

July 2008 – July 2009

Seth Zeichner Animation - Seattle, Washington

- Animated the main character for a 2D-animated television pilot.
- Incorporated and developed traditional animation skills to bring life and attitude to cartoon characters.

PRODUCTION INTERN

April 2008 – July 2008

Lustre Communications - Seattle, Washington

EDUCATION

lanimate.net

Jan 2015 – Jun 2016

Continued character animation online courses from industry professionals.

Animation Mentor.com

June 2012 - Nov 2012

Attended online courses from a prestigious animation training school that solely focuses on animation, body mechanics, and workflow.

Animation On-Site Workshop

Feb 2011 - May 2011

Attended a 16-week course specifically focused on character animation and industry work ethics and responsibilities taught by Jean-Denis Hass - Animation Lead at Industrial Light and Magic

The Art Institute of Seattle

Sept. 2005 - March 2009

B.F.A, Media Arts and Animation