



Professional Experience

Freelance Director, Animator and VFX Artist

2012 - Present

Direction, VFX, animation and motion graphics for commercials, apps, and short films.

Digital Animator DreamWorks Animation Studios

2018 - Present

Character animation, effects, compositing, motion graphics for various shows

Animator Stoopid Buddy Studios

2016 - 2018

Character animator for "Super Mansion" seasons 2 and 3.

Animator Bix Pix Studios

2017 - 2018

Character animator for "Tumble Leaf" season 4.

VFX Artist Bix Pix Studios

2015 - 2018

Effects, rig removal, compositing for "Tumble Leaf" and "Adventure Time" episode.

Training Intern DreamWorks Animation Studios

2014

Trained in animation, lighting, programming, and the DreamWorks pipeline.

Digital Artist HOAX Films

2013

Rig removal, compositing, and matchmoving in Nuke for "Zombeavers" feature.

Marine Physical Lab Intern SCRIPPS Institute of Oceanography

2011

Designed, machined and tested engineering apparatus for a UAV research project.

Flash Module Developer Euro RSCG

2011

Designed, animated and developed Flash advertisements for a major client.

Education

MFA Animation University of California, Los Angeles

2015

School of Theatre, Film and Television

BS Mechanical Engineering University of California, Los Angeles

2012

Henry Samueli School of Engineering and Applied Sciences

Awards

UCLA Directors Spotlight Award Stubbs the Cat, Backseat Full of Weird

2014, 2015

Premier event showcasing ten films chosen by a Blue Ribbon Jury of industry professionals.

Matt Groening Production Fellowship in Animation Backseat Full of Weird

2014

Simpsons creator Matt Groening funds ten films that address issues of social importance.

Technical Skills

Proficient in After Effects, Harmony, Flash, Moho, and Dragonframe for character animation.

Skilled in character animation, layout, modeling, lighting, rendering, and effects using Maya and C4D.

Experienced in compositing, match-moving, roto, keying, and color correction in Nuke and After Effects.

Practiced in technical problem-solving, including 3D math for engineering, graphics and animation.

Knowledgeable in Python, MEL, C++, AS3, as well as Linux/Unix.