

CAREER OBJECTIVE

Continuously challenging and fine-tuning my intuition and skills as an animator, working with a creative team of professionals, and producing products of the highest quality.

WORK EXPERIENCE

Disney Animation Studios **10/2005 – Present**

Animator – Bolt
Animator – Glago's Guest (short)
Assistant Animator – Meet The Robinsons

MacGuff Productions Commercial Division **09/2005 – 10/2005**

CG Character Animator / Rigger / Modeler

John Carter of Mars - Pre-production Crew **11/2004 – 08/2005**

CG Character Animator / Rigger

Capacity Corp: Commercial Division **09/2004 - 10/2004**

Animator / Rigger / Modeler

Sky Captain and the World Of Tomorrow - DVD crew **07/2004 - 09/2004**

CG Character Animator / Rigger

Sky Captain and The World Of Tomorrow – Feature **06/2002 - 06/2004**

CG Animator / Rigger

Hoyt Yeatman's - G-Force Teaser **05/2003 - 07/2003**

CG Animator / Rigger

COMPUTER EXPERIENCE

- **3D Animation Software**
Maya
- **2D Animation / Compositing Software**
Adobe After Effects
- **Digital Imaging / Layout Software**
Adobe PhotoShop, Adobe Illustrator
- **Proficient Operating Systems**
Mac OSX, Windows XP, LINUX

EDUCATION

- **Disney Feature Animation Apprentice Program - Burbank** **01/07**
- **Post Reality School of 3D Design & Animation - San Diego** **05/00**
Certification
- **Webster University - St. Louis** **07/99**
B.A. Studio Art-Honors
B.A. Media Communications-Honors
Emphasis: Film Production