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WORK EXPERIENCE:

The Third Floor

February 2017 - March

2017

Asset Builder

- Create digital set pieces for usage in previs shots
- Animate characters for specific shots in a project
- Create rigs for characters on a project

The Third Floor

June 2016 - August

2016

Character Rigger/TD

- Modify and troubleshoot an in house auto character rigger
- Create and organize the rigs for several characters
- Test and troubleshoot crowd simulations using Golaem
- Animate several idle animations for characters

Mode Select

August 2015 - December

2015

Character Rigger

- Set up several characters, 3 leads and 9 side, for usage in an animated short film
 - This includes facial setup involving corrective shapes and joints
- Set up prop rigs for usage in an animated short film
 - Allow for a character to pick up/drop props
- organize and updated rig files to be more easily accessed while referencing into a scene.
- Cloth simulation for a particular character

NightWheel Pictures

January 2015 -

Present

Volunteer Character TD

- Fix paint weights on major characters
- Adjust joint connections and placement on various character rigs
- Repair broken components on character rigs
- Add in new control systems onto character rigs for more precise animations
- Upgrade prop rigs to be lighter for animation
- Create proxy geometry for major characters so animators could block out animation more easily

- Adjust existing, and create new, blend/corrective shapes for facial animations
- Build a facial rig for a minor character

Academy of Art University Studio X

June 2014 - December 2014

Character TD

- Set up a creature rig for the project "The Knight"
- Set up a prototype rig and several character rigs for a currently undisclosed project
- Assist on some character adjustments on the project "Grounded"

SOAR

May 2013 – June 2013

Rigger

- Set up prop rig for the felt bag

The Film Group Inc

October 2013 – December 2013

Character Rigger

- Set up an animal facial rig for usage in a film

SLAM Internet Inc

August 2011 – September 2011

Freelance Artist/Consultant

Greater Los Angeles Area

- Created character rigs for a mobile game app, and assisted in the visual appearance of the characters.

Syndrome Studio

June 2011 – July 2011

Modeler

- Model a few environment pieces for a client's project.

Marvimation

October 2010 – June 2011

Character TD and Animator

- Build and clean up character rigs; animate characters in relation to storyboards.

Syndrome Studio

February 2011 – February 2011

Maya TD

- Set up a rig for a human hand to be used in the opening sequence of the tv show "The Voice".

SunnyBoy Entertainment

June 2010 – June 2010

Freelance Character TD

- Setup anatomical characters for usage in the tv show "1000 Ways to Die".

Zoic Studios

January 2010 – April 2010

Intern

- collaborate and build a mechanical rigs on an intern project for a mock car commercial.

EDUCATION:

Academy of Art University San Francisco

June 2012 – December 2014

- Graduated with MFA in 3D Animation & Visual Effects
- Improve skills as a character TD

Art Institute of Ca Orange County

June 2006 – September 2009

- Graduated with a Bachelors in Science with a focus on being a 3d Generalist

SKILLS:

- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Pixelogic Z-brush