

**Objective** To create character animation that is entertaining and has personality and appeal

### Education

*Animation Mentor Online Animation School*

- Certificate in Advanced Character Animation, December 2008 (projected)

*East Tennessee State University, Johnson City, TN*

- Masters of Science, May 2006
- Bachelors of Science, December 2003

### Skills

*Character Animation:*

- Developed effective key-frame character animation focusing on convincing acting and motion
- Studied the principles of animation, effective posing, and timing

*Additional Skills:*

- Experienced in character and environment modeling, character rigging, and story/character development
- Committed to teamwork, project management, and successful completion of assignments

*Software:*

- Maya
- Motion Builder
- Digital Fusion
- Adobe After Effects
- Zbrush
- 3D Studio Max
- Adobe Photoshop
- Mel Scripting
- Adobe Premiere
- Mudbox

### Related Work Experience

*Senior Artist (Unique Logic and Technology, Asheville, NC), May 2006 – Present*

- Lead Team of eight artists in creating all art assets for multiple titles for the Play Attention educational video game
- Created over half of all animations used in all Play Attention titles since 2006
- Lead short film division in creating four films to be used as promotional tools for Play Attention Game system

*Freelance Artist, 2003 – Present*

- Created animation for feature film to be produced by DreamSire Entertainment.
- Modeled, rigged, and posed two human characters used in training software for Professional Hiring Tools
- Modeled prototype game console and human organs used in Instructional Presentation for Montgomery Technology, Inc.

*Graduate Assistant (East Tennessee State University, Johnson City, TN), 2004 – 2006*

- Instructed "Principles of Visualization: Introduction to Maya," Spring 2006
- Instructed "Raster-Based Imaging: Introduction to Photoshop," Fall 2005
- Supervised inventory and led guest tours for the Digital Media Center

*Member of EDGE Club (ACM Siggraph Chapter), 2000 - 2006*

- Attended "Animation Direction" workshop taught by Academy Award winner Eric Armstrong
- Participated in 3December workshop led by "Naughty Dog" animator Kion Philips
- Attended presentation by illustrator Ron Spears

### Bodies of Works

*"Play Attention Short Films and Commercials"*

- Served as Director, Lead Animator, and Supervising Artist on "Hostile Takeover" Short film and Advertisement
- Directed and Animated three short films in a webisode series called "Inattention Theatre"

*"DreamSire Entertainment Undisclosed Project"*

- Created 30+ seconds of animation for feature film project

*"Persistence of Vision Animation Contest" – Online animation Contest*

- Won first place in two consecutive animation contests.

*"Remembering Omery"- Independent Short Animated Film, work-in-progress*

- Served as Director, Lead Animator, and Lead Rigger; created story, characters, and concept
- Won Best Animation at 2006 Edge Art Show

*"Blue Plum Introduction"- Introduction Bumper for Blue Plum Animation Festival, May 2005 and May 2007*

- Rigged and animated character for 30 second Introduction to Blue Plum Animation Festival