

OBJECTIVE

Seeking an opportunity to utilize and enhance my character animation skills while working with a team of talented artists in a creative environment.

CHARACTER ANIMATION EXPERIENCE

REEL FX

- Animator on a Christmas TV special coming in December **2011**

SONY PICTURES IMAGEWORKS

- Animator on the feature film "Green Lantern" **2011**

MASS ANIMATION Competition - "Live Music" - "DC Universe Online" **2008 - 2010**

- 3D Animator on a short film that played in theaters with "Planet 51"
- Created in-game animation and trailer animation for DCUO video game

3D GENERALIST EXPERIENCE

Treite Productions

- Model, texture, rig, & animate all characters for a British TV show pilot. **2008 - 2009**

Holomatix (Motorola, Epson, Kyocera, Sagem)

- Modeled & Textured photo-realistic mobile phones and printers. **2005**

XVIVO

- Internship at one of the most prominent, award-winning medical animation studios in the US. Responsible for creating, rigging, texturing, and animating 3D models for medical, realistic, and cartoon/stylized animated movies. **2005**

EDUCATION

ANIMATION MENTOR

Advanced Character Animation

Mentors: Wayne Gilbert, Dimos Vrysellas, Drew Adams, Sean Ermey, Boola Robello, Mark Oftedal **2009 - 2010**

Springfield College - Springfield, MA

- BS in Computer Graphics with concentration in 3D animation/modeling. **2001 - 2005**
- Graduated Cum Laude • GPA: 3.65 • Dean's List 8 Semesters

University of Wollongong - Wollongong, NSW, Australia

- Study abroad program **2003**

COMPUTER SKILLS

MAYA - Expert

Premiere - Expert

After Effects - Expert

Photoshop - Expert

OTHER WORK EXPERIENCE

Mountain View Sports - Keystone, CO

- Manager of a popular Ski & Bike shop. **2006 - 2009**