

## OBJECTIVE

Seeking an opportunity to utilize and enhance my 3D animation skills while working with a team of other talented artists. Desire a chance to bring characters to life.

## FREELANCE EXPERIENCE

### MASS ANIMATION - "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

### Treite Productions 2008 - 2009

- Model, texture, rig, & animate all characters for a British TV show.

### Golden Wings Productions 2006

- Developed all 3D elements for a children's animated TV show pilot.

### Holomatix (Motorola, Epson, Kyocera, Sagem) 2005

- Modeled & Textured photo-realistic mobile phones and printers.  
The final models are displayed on the clients' websites.

### New England Outdoor Life 2005

- Created 3D animations for a live-action TV series.

### XVIVO 2005

- 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.

## EDUCATION

### ANIMATION MENTOR 2009 - Present

Advanced Character Animation

**Mentors:** Wayne Gilbert, Dimos Vrysellas, Drew Adams, Sean Ermey

### Springfield College - Springfield, MA 2001 - 2005

Bachelor of Science in Computer Graphics with concentration in 3D animation/modeling.

- Graduated Cum Laude
- GPA: 3.65
- Dean's List 8 Semesters

### University of Wollongong - Wollongong, NSW, Australia 2003

## COMPUTER SKILLS

**MAYA** - Expert at character animation, modeling, rigging, texturing, lighting, Mental Ray, etc.

**XSI** - Expert at character animation.

**Premiere** - Expert at compositing video and sound.

**After Effects** - Expert at compositing, animating masks, altering video.

**Photoshop** - Expert of all Photoshop elements.

## OTHER WORK EXPERIENCE

### Mountain View Sports - Keystone, CO 2006 - 2009

- Manager of a popular Ski & Bike shop.