OBJECTIVE I am seeking a senior creative role in animation or live action VFX.

DREAMWORKS ANIMATION

Head of FX

"Kung Fu Panda 4" Glendale, CA 2022-2023 "Boss Baby: Family Business" Glendale, CA 2019-2021

FX Supervisor

"How To Train Your Dragon: The Hidden World" Glendale, CA 2018

-Supervised the largest fx sequences in the film along with hero shot work

"FX Training Program" Glendale, CA 2017

-Supervised and created 14 weeks of curriculum to guide recent graduates into open fx positions "Kung Fu Panda: The Emperor's Quest" Universal Studios, Hollywood, CA 2017

-Supervised a 4.5 minute, 22k panoramic resolution, 60fps, multiple nominated, simulated water ride

"Kung Fu Panda Water Ride Film" Motion Gate Park, Dubai, UAE 2016

-Supervised a team of 15 fx artists over 3 months on location at Oriental DreamWorks in Shanghai, China -The project was a 4.5 minute, 3k resolution, 48fps, stereoscopic simulated water motion ride

Lead/Senior FX Artist

-Define the aesthetics of fx,often including lighting and final compositing of fx elements -Guide department-wide work flows, particularly in destruction

-Brainstorm and mentor shot artists on how to approach assignments

-Bid and cast fx sequences and provide creative feedback

-Communicate fx needs and act as point person for issues with other departments -Animate hero, one off, shot work

"Puss in Boots: The Last Wish" 2022 "The Bad Guys" 2021 "Abominable" 2018 "The Boss Baby" (lead) 2016 "Trolls" 2016 "Kung Fu Panda 3" (lead) 2014-2015 "The Penguins of Madagascar" (lead) 2014 "How to Train Your Dragon 2" (lead) 2013-2014 "Flushed Away" 2004-2005

"The Croods" (lead) 2011-2013 "Kung Fu Panda 2" (lead) 2010-2011 "How to Train Your Dragon" (dev lead) 2009-2010 "Monsters Vs. Aliens" (lead) 2008-2009 "Kung Fu Panda" 2007-2008 "Bee Movie " 2006-2007 "Over the Hedge" 2005-2006

DIGITAL DOMAIN

FX Artist/Developer

"Stealth" 2003-2004 "The Day After Tomorrow" 2003

EDUCATION

Master of Fine Arts in Computer Art focus on three dimensional art Savannah College of Art and Design: 2002 Bachelor of Fine Arts in Painting with Minor In Philosophy Ohio University: 1999 Cum Laude

AWARDS

ANNIE Award for Animated Effects in an Animated Production NOMINATED 2011, 2012, 2015, 2016 WON 2014

VES (Visual Effects Society) Award for Outstanding Effects Animation in an Animated Feature WON 2011 NOMINATED 2014, 2015, 2020