

I am a Senior Previs/Layout artist with a background in animation and over 10 years of experience in film, tv and video games.

Having strong communication and technical skills and a passion for visual storytelling, I have also been known to be creative and resourceful and can quickly contribute with solutions to design or technical

SKILLS HIGHLIGHTS

Maya
Zeno

Motion Builder
Premiere

After Effects
Photoshop

- * Shot design from script and Storyboards
- * Previs blocking for Animation, lighting and effects
- * Camera setup and animation (rough and final)
- * Solid understanding of storytelling and cinematic language
- * Sequence editing
- * Understanding of various camera lenses, film backs and aspect ratios
- * Animation, keyframe and motion capture
- * Non-linear motion editing
- * Motion capture shoot planning and support to direction
- * Team management and mentoring
- * Communication and problem solving abilities
- * Experience setting up and troubleshooting workflows
- * Multitasking and prioritizing tasks to achieve high efficiency
- * Experience being the point of contact between the different disciplines and production

PREVIOUS PROJECTS

Feature Film, Senior Layout/Previs Artist

Ready Player One (2018)

Independence Day 2 (2016)

Pan (2015)

Power Rangers (2017)

Ben-Hur (2016)

Fast and Furious 7 (2015)

Guardians of the Galaxy 2 (2017)

Miss Peregrine's Home (2016)

Ratchet and Clank (2016)

Knights of the Roundtable (2017)

Batman vs. Superman (2016)

Ender's Game (2013)

TV, Senior Layout/Previs Artist

Bob The Builder. 2014

Trailers and Cinematics

NBA Live 14 - E3 Trailer (2013) - Lead Previs Artist and Animator

Thief 4 - Out of the Shadows - Trailer (2013) - Lead Animator

Crysis 3 - Intro Cinematic (2012) - Lead Previs Artist and Animator

Crysis 3 - Sharp Dressed Man - Trailer (2012) - Animator

Batman Arkham Origins - Cinematics (2012)- Lead Previs Artist and Animator

Sleeping Dogs - Cinematics (2012) - Lead Previs Artist and Animator

Prototype 2 - Cinematics (2011) - Lead Previs Artist

SSX Deadly Descents - Trailer (2010) - Lead Previs Artist and Animator

DeusEx Human Revolution - Cinematics (2010) - Previs Artist

Medal of Honor - Cinematics (2010) - Animator

Spiderman Shattered Dimensions - Cinematics (2010) - Animator

Game Titles

Academy of Champions Football. Ubisoft. 2009 - Animator.
Monster Lab. Eidos Interactive. 2008 - Lead Animator.
Death Junior. Konami. 2007 - Lead Animator
FIFA Street. EA. 2005 - Animator.
NBA Street Vol.3. EA. 2005 - Animator.
NCAA March Madness. EA - 2002, 2003, 2004, 2005 - Animator.
NBA Live. EA - 2002, 2003, 2004, 2005 - Animator

WORK HISTORY

2017	Senior Layout TD	ILM
2014 - 2016	Senior Layout Artist	Scanline VFX
2013 - 2014	Senior Previs Artist	Rainmaker Entertainment
2010 - 2013	Lead Previs Artist and Animator	Goldtooth Creative
2009	Senior Animator	Magellan Interactive
2008 - 2009	Senior Animator	Ubisoft Vancouver
2005 - 2008	Lead Animator	Backbone Entertainment
2000 - 2005	Animator	Electronic Arts Canada

EDUCATION AND TRAINING

Electronic Arts Canada, Burnaby, BC 2000-2004
Various: Flash, Motion Builder, Maya, XSI. Lighting, Colour Theory, Cinematography
Emily Carr Institute of Art and Design, Vancouver, BC, 2003-2004
Various: Colour Theory, Creative Processes, Life Drawing, Material Form and Space, Painting
Langara College, Vancouver, BC 2004
Art History courses
Center for Digital Imaging and Sound, CDIS, Burnaby, BC, 1997-1998
Digital Animation Master Program Diploma
Screening of student animated short "Stain Alive" at the Vancouver Effects and Animation Festival,

CAREER HIGHLIGHTS

Developed more efficient processes for Previs, Layout and animation Pipelines, Goldtooth.

Speaker for the panel "Animation in Games" at the Siggraph 2008 Spark Animation Festival, Vancouver

Animation Lead and Mentor for the Backbone Entertainment Vancouver studio.

Directed all gameplay and cinematic animations for Monster Lab. Worked closely with Writer, Designers, Art Director, Sound Artist and Voice Actors. Conceptualized each cinematic shot to efficiently tell the story, while maintaining high artistic standard, Backbone Entertainment.

Improved material used at E3 2004. Created a compelling and dynamic sequence, repurposing existing gameplay animations and using creative cinematography, EA.

Enhanced organization of NIS data by creating and maintaining a database with a graphical interface to keep track of the design, triggering criteria, animation data, status and feedback.

Successfully maintained and troubleshot the animation pipeline for March Madness 2002.

Improved remote communications with an external developer by becoming the communications liaison and establishing a good working relationship with their lead programmer and artist, EA.