



## SKILLS

### Maya -

Animation  
Rigging  
Mel Scripting

### 3ds Max -

Animation  
CAT Rigging

### Blender -

Animation  
Rigging

### Hobbies -

Traditional  
illustration and  
painting.

## EXPERIENCE

### Supergenius Studio 2014-2015 :

My responsibilities at Supergenius ranged from cleaning mo-cap and rough animation to final, as well as creating hand-key cutscene animations from storyboard to final. In both cinematic and cycle form.

### Character animator on the following titles:

- *Skylanders : Superchargers - 2015*
- *Skylanders : SuperChargeres Racing 3DS - 2015*
- *Tales from the Borderlands - 2015*
- *TellTale's Game of Thrones - 2015*
- *Skylanders : Trap Team 2014*
- *The Walking Dead Season Two -2014*
- *Broken Age - 2014*
- *Disney Imagicademy: Frozen Early Science - 2015*

### ADi 2014 :

Short term project creating an internal production trailer, My responsibilities were chiefly orchestrating shots based on Storyboards and creating mechanical and camera animations.

## PERSONAL PROJECTS

### Eternal Forklift - 2015

Animated and contributed in numerous ways to a small Unity game made for the Ludum Dare 32 Game jam.

### Dove - 2012

Designed & Animated short film featured in the 2013 NorthWest Animation Film Festival.



## EDUCATION

Art Institute of Portland  
2009 - 2013

Bachelor of Fine Arts in  
Media Arts and Animation