

Skills Overview

Extensive experience with shot design, camera layout, animation and editing.
Feature quality character, creature and facial keyframe animation.
Planning and directing motion capture shoots.
Animation production scheduling, coordination and budgeting.

Work Experience

Senior Cinematic Animator (January 2009 – Present)

Bioware, Edmonton, Alberta

Responsible for pre-visualizing key cinematic sequences.
Directing and coordinating mocap shoots.
Implementation and scripting setup of scenes within the engine pipeline.
Collaboration with Leads from multiple production departments.
Responsible for all animated elements of my assigned in game and pre-rendered cutscenes.

Cinematic Animator (May 2007 – January 2009)

Bioware, Edmonton, Alberta

Creation of keyframe animation and manipulation of mocap data.
Implementation and scripting setup of scenes within the game engine.
Rendering and compositing of large pre-rendered battle cutscenes.

Character Animator (October 2006 - May 2007)

Bardel Entertainment, Vancouver, British Columbia

Responsible for character and vehicle animation using Maya.
Animated visual effects using Maya, Adobe Flash and After Effects.

Animator (February 2004 - April 2004)

New Machine Studios, Calgary, Alberta

Responsible for character and vehicle animation using Maya.

Education

iAnimate.net Animation Workshops (2011)

Workshop 3 Chris Kirshbaum, Workshop 4 Dave Hardin, Workshop 5 David Hubert

Pixar Animation & Story Development Masterclass (2009)

Andrew Gordon and Matthew Luhn, Workplace Workshops

3D Animation and Visual Effects (2005-2006)

Vancouver Film School, (VFS) Vancouver, British Columbia

Digital Animation (2003 – 2004)

Applied Multimedia Training Centre, (AMTC) Calgary, Alberta

Web Media and Graphic Design (2002)

Applied Multimedia Training Centre, (AMTC) Calgary, Alberta