

Skills

Keen sense of weight and timing
Basic rigging and scripting
Storyboarding and scene planning

Understanding of strong character posing
Acting for animation
Basic modeling and texturing

Software

Maya, Softimage|XSI, 3Ds Max, Motionbuilder,
Adobe Photoshop, After Effects, Premiere, Flash

Experience

Cinematic Animator (May 2007 – Present)

Bioware | Edmonton, Alberta

Responsible for all animated elements of my assigned in-game and pre-rendered cutscenes. Creation of keyframe animation and the use motion capture footage to create my cinematics using 3DStudio Max. Also responsible for exporting our scenes into the proprietary engine toolset and setting up in-game lighting for our shots.

Animator (October 2006 – April 2007)

Bardel Entertainment | Vancouver, British Columbia

Working as a character animator on season 1 of "Viva Pinata". Responsible for character and object animation using Maya 7 with an output of 30+ seconds per week. Also doing effects animation with Maya 7 and Adobe Flash Pro 8 for season 1 of "Chaotic".

Senior Web Developer / Animator (June 2004 – Present)

CG Toolkit Inc. | San Rafael, California

In my role as Senior Web Developer, I am responsible for the design and maintenance of the CG Toolkit website and payment gateways. I also setup and animate promotional material for Maya rigging tutorial Books and DVD's.

Education

Animation Personal Trainer (APT) (September 2006 – November 2006)

Keith Lango Animation (KLango), Online Mentorship

3D Animation and Visual Effects (October 2005 – October 2006)

Vancouver Film School (VFS), Vancouver, British Columbia

Digital Animation (January 2003 – February 2004)

Applied Multimedia Training Centre (AMTC), Calgary, Alberta

Web Media and Graphic Design (May 2002 – October 2002)

Applied Multimedia Training Centre (AMTC), Calgary, Alberta