

- Qualities & Skills
- Passionate curiosity - I continually explore and take in the world around me
  - Imagination - I love to collaborate, find creative solutions, and to push those ideas to their full potential
  - I love to teach what I know
  - Crisp communication, multi-tasking, meeting deadlines
  - Very organized, constantly seeking improvements in efficiency
  - Drawing, digital sculpting, poly modeling, and texturing
  - Digital studio lighting and rendering for characters and creatures
- Software
- ZBrush, 3ds Max, LightWave
  - After Effects, Premiere
  - Photoshop, Illustrator
- Experience
- Magnifi Group (San Diego, CA)  
Lead Animator (2007-2009)
- Production of rendered and real-time 3D medical animations
  - Spearheading any projects that involved multiple artists
  - Troubleshooting any problems (technical and creative) that Jr. artists are not able to resolve on their own
  - Representing the art department during meetings with clients
  - Interviewing applicants for open artist positions
  - Training new artists to integrate them into company pipeline
  - Continual development of art pipeline to improve flexibility and productivity
  - Management of the render farm
- Animator (2005-2007)
- Production of rendered and real-time 3D medical animations
- Education
- Art Institute of Pittsburgh  
Associate of Specialized Technology, Computer Animation
- Sinclair Community College  
Associate of Applied Science, Visual Communications
- Watts Atelier of the Arts (10wk workshops)
- Repeatedly taking core classes, such as Quick Sketch, Figure Drawing, and Head Drawing
  - Specialty classes including Intro to Zbrush 3 and Creature and Character Design
- CGSociety CGWorkshops (8wk online workshops)
- MAXScript Fundamentals
  - Zbrush: Sculpting Digital Characters