

- Qualities & Skills**
- Self-motivated - I seek new challenges and responsibilities because they push my skill set
 - Taking and giving constructive criticism in a productive, professional manor
 - Passionate curiosity - I continually explore and draw inspiration from 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, and foster good relations in creative communities
 - Crisp communication, multi-tasking, meeting deadlines
 - I admit when I don't know how to do something, and seek a resolution
 - Very organized, constantly seeking improvements in efficiency
 - Drawing, digital sculpting, poly modeling, and texturing
 - Digital studio lighting and rendering for focus subjects
- Software**
- ZBrush, 3ds Max, LightWave, UVLayout
 - Photoshop, Illustrator
 - After Effects, Premiere
- 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