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Objective

Character Modeling/Animation-Production

Unified Pictures , Noah's Arc	Modeling Vis Dev / Animation Artist	Jan 14 -Jan 15
Freelance , Yu+Co , Crest Animation	Character Modeling Artist	Nov 11 -Jan 14
Disney Toon Studios	Tinkerbell Series 1-5 Character Modeling Artist Tinkerbell and main characters, Facial Animation system	May 05-Nov 11
Disney/Pixar	"PLANES" Main Characters Models/Facial Animation Systems	
Crest Animation	"Arthur's Missing Pal" PBS kids show Character Models	Feb 05-May 05
Mike Young Productions /Moonscoop	"Jakers, Adventures of Piggly Winks * " Bratz" " Character modeler, using Maya and XSI softimage. *2004 Emmy Award Winner (Art Direction) for PBS kids show	May 02-Feb 05
Dreamworks Feature Animation	Short "First Flight" modeler main characters.	Jan 03- Aug 03
Engine Room, Tiger Hare Studios, and Metrolight Studios	Freelance work	Mar 01- May 02
Moon Crescent Productions	"PC and the Web" Environment Modeler on Feature Film. Maya and XSI softimage	Oct 00-Feb 01
Freelance		June 00-Sept 00
Dreamworks Feature Animation	"Spirit Stallion of the Cimarron" Modeled props plants and extras using Maya	Mar 00-May 00
Netter Digital	"Max Steel" and "Dan Dare" Character, environment, and prop modeling and texturing. Created with Lightwave software.	Nov 99-Mar 00
Sony Development	Modeler Animator Artist on motion ride Yellow Submarine Sony's Metreon centers Berlin and Tokyo. Lightwave software.	Feb 99-Oct 99

Dreamworks Feature Animation

Jan 96-Aug 99

Effects Animation Modeler on **Prince of Egypt & Eldorado City of Gold**.
Created digital models and animation controls in Alias/ Maya software.
Interacted with artists and directors on creation of 3d models that were
intergrated into drawn animation and painted backgrounds.

daVinci Time and Space

April 95-Dec 95

Alias Modeler/ Animator/ Artist on Children's
Interactive Television Project

Metrolight Studios Modeler/ Technical Director

Sept. 93-April 95

Production on Film effects and Television commercials.

VisionArt Productions

Santa Monica, CA

Nov. 90- Aug. 93

Technical Director/ Modeler/Artist

Worked on production of Television Commercials, Titles, Promos, and Shows.

Education

Gnomon

Coursework in Character Animation, Rigging, and Surfacing.

California Institute of the Arts

M.F.A. Program in Experimental Animation. Related course work includes
Beginning to advanced computer graphics animation, video production.

University Wisconsin, Madison

B.S. Fine Art/ Communication Arts Film and animation studies

University Wisconsin, Milwaukee

Film and animation studies

Milwaukee Institute of Art and Design

Foundation coursework in design and fine art.