

Skills:

- Leadership experience
- Organic and Hard-Surface modeling
- Traditional art training

EXPERIENCE

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|--|---|---|-------------------------|
| 5/07-Current | Modeling Supervisor | ImageMovers Digital | San Rafael, CA |
| | <ul style="list-style-type: none">• Modeling Supervisor<ul style="list-style-type: none">○ Yellow Submarine Test○ Mars Needs Moms• Oversee and mentor modelers• Responsible for managing modeling builds schedule and kickbacks to assure timely delivery of assets• Work to define the IMD modeling pipeline including tool testing, scene assembly process, naming conventions, quality control processes, background character generator system, and Massive character pipeline• Work closely with build supervisors, department supervisors, and leads to determine the best method to achieve the visual target in the most efficient workflow• Responsible for assigning work and quality control of assets• Identify and source talent, and train new modelers in department workflow and IMD pipeline• Model high resolution characters, props and environments | <ul style="list-style-type: none">• Modeling Lead<ul style="list-style-type: none">○ Christmas Carol | |
| 11/06-4/07 | Modeler | Asylum VFX | Santa Monica, CA |
| | <ul style="list-style-type: none">• Films<ul style="list-style-type: none">○ National Treasure 2• Commercials:<ul style="list-style-type: none">○ Under Armour: Super Bowl Spot○ Propel: Stress Monster○ Propel: Uphill○ Cubcadet: Pinball• Modeled environments and props• Created UV layouts, and blendshapes | <ul style="list-style-type: none">○ Pirates of Caribbean 3○ Boeing: Why are we Here○ Rice-A-Ronie: Hippie○ Corona: Finishing Touch○ Marlboro: Smoke Journey | |
| 2/06-11/06 &
11/04-5/05 | Lead Modeling TD | Rhythm and Hues | Los Angeles, CA |
| | <ul style="list-style-type: none">• Lead Modeler<ul style="list-style-type: none">○ The Golden Compass○ Night at the Museum○ Fast and the Furious 3• Lead duties included: mentoring artists, assigning models, coordinating with VFX sups as well as leads from other departments, and brainstorming for creative solutions to improve workflow• Lead team of LA based artists, and India based artists• Modeled hero characters, props, and environments• Worked from scan data, photographs and concept art• Used proprietary modeling and pipeline tools• Created blendshapes, UV layouts, and level of detail models for Massive | <ul style="list-style-type: none">• Modeling TD<ul style="list-style-type: none">○ Superman Returns○ The Lion, the Witch, and the Wardrobe | |

7/05-2/06 **Sr. 3D Modeler** **Viewpoint** **Culver City, CA**

- Responsible for creating complex hard surface models for interactive presentations of automobiles used on the Toyota.com web page
- Worked from digitized and CAD data
- Textured cars using photographs
- Scanned heads with Cyberware head & face scanner

6/04-9/04 **3D Modeler** **Fluid LLC** **Berkeley, CA**

- Modeled toon style characters and props for a Cartoon Network show
- Rigged characters and props for animation
- Scene Layout

12/03-6/04 **3D Modeler** **CMP Games** **San Jose, CA**

- Created low polygon characters based on concept art for a MMORPG
- Rigged and animated characters
- Worked closely with development team to meet technical requirements and deadline

6/97-9/04 **Associate Fencing Instructor** **California Fencing Academy** **San Jose, CA**

- Trained National, Regional, and Local level athletes
- Produced champions at all three levels, including over 20 national finalists
- Developed individual and group lesson plans
- Responsible for growing the recreational teen/adult class from an average of 4 students to a three level program averaging 25 students per class
- Bout Committee Chair at local tournaments, responsible for overseeing tournament officials and referees to insure timely operation of tournaments with up to 80 athletes

EDUCATION

1999-2003 Academy of Art University San Francisco, CA

- Bachelor of Fine Art in Computer Graphics - 3D Modeling

Additional:

- Certified as a Prevost D' Arms by the French Fencing Federation, and the Departmental d' Escrime in Paris, France in 2001
- Certified instructor in Epee from the United States Fencing Coaches Association in 1997, and Foil in 1998