

Professional Summary

Experienced character animator with almost a decade of knowledge in the video game industry working on AAA titles games ranging from PC to console. Skilled at working under compressed timelines while actively finding ways to improve workflows.

Professional Experience

- **343 Industries** **July 2018 – Current**
Character Animator, Halo: Infinite
 - Hand-keyed and mocap animations for bipedal characters and creatures

- **Sharkbite Games** **Feb 2018 – July 2018**
Lead Animator, Beswitched
 - Hand-keyed animations for bipedal characters and creatures

- **Soulbound Studios** **Dec 2016 – Nov 2017**
Lead Animator, Chronicles of Elyria
 - Hand-keyed and mocap animations for bipedal characters and creatures

- **Disney Interactive** **May 2015 – Dec 2016**
Lead Animator, Star Wars: Commander
 - Hand-keyed animations for bipedal characters, creatures and robots

- **Cryptic Studios** **Oct 2014 – May 2015**
Staff Character Animator, Star Trek Online
 - Hand-keyed animations for bipedal characters and creatures
 - Created dynamic, entertaining animations and maintained timeline deliverables while working with a text-based engine
 - Optimized quality of cutscenes by researching several games to see which animations the game lacked
 - Improved efficiency of designer-created cutscenes by creating a list of pre-made animations

- **Toys for Bob** **Feb 2014 - Oct 2014**
Senior Character Animator, Skylanders: Trap Team
 - Hand-keyed animations for bipedal and quadruped characters
 - Enabled the acceleration of a team that was behind schedule during a critical period in development
 - Frequently managed animator daily meetings

- **Electronic Arts** **Oct 2012 - Mar 2013**
Character Animator, Sims 3: Island Paradise
 - Hand-keyed animations for bipedal characters

- **Paragon Studios** **Apr 2009 - Oct 2012**
Senior Character Animator, Unannounced Next-Gen MMO
Character Animator, City of Heroes
 - Hand-keyed animations for bipedal characters and creatures
 - Rewarded for implementing purchasable content for in-game store, item became the top selling item
 - Took initiative to become subject matter expert on in-game bug fixes
 - Promoted to Sr. Animator and given sole-responsibility for animations for unannounced project
 - Created animation list for characters and creatures during early development
 - Documented information and created tutorials for animators and artists

➤ **Volition, Inc.**

May 2007 - Apr 2009

Character Animator, Saints Row 2, Red Faction: Armageddon

- Cleaned up motion-capture footage and implemented it into over an hour of cutscenes
- Hand-keyed animations for bipedal characters and creatures
- Prototyped cover systems and character entry/exit of vehicles

➤ **Factor 5 LLC**

Dec 2006 - Feb 2007

Character Animator, Lair

- Hand-keyed animations for bipedal characters and creatures
- Animated cutscenes and quick-time events

Education

➤ **Cogswell Polytechnical College, Sunnyvale, CA**

- Bachelors of Arts in Digital Art and Animation

➤ **iAnimate Online School**

- Games Workshop 1-3
 - Featured Student Spotlight; Featured on School Showreel

➤ **Animation Mentor Online School**

- Diploma for Advanced Studies in Character Animation