

experience

cinematic artist • bungie 2012—present

- Animated cameras and characters (mocap + hand-key) from initial pre-viz to final polish for *Destiny* cinematic content; principal artist on *A Stranger's Call* sequence.
- Prototyped AI-driven NPCs for social spaces; responsible for raw mocap acting, animation polish, and game-facing implementation in collaboration with tech artists.
- Coordinated with tech artists and engineers to establish best practices for content pipeline, design & test new tools, and debug technical issues in-engine.
- Mentored new team members on internal tools and Maya-to-engine pipeline; served as technical resource for teams supporting cinematic content (world art, lighting, etc.).

animator • freelance 2011

- Animated on multiple remote projects, including Evan Viera's short film, *Caldera*.

animator • david oreilly animation 2010

- Animated 5 minutes of footage for David O'Reilly's short film, *The External World*.
- *The External World* screened at over eighty festivals and received fifty awards, including an Honorable Mention at the 2011 Sundance Film Festival.

animator • rvpd partners 2009

- Animated various characters for children's DVD show under tight deadlines.

skills

character animation

- Adept at breaking down thought process of character & expressing ideas through motion.
- Natural sense of comic timing; capable of broad physical comedy and subtle drama.
- Comfortable with hand-key, motion capture, and hybrid methods of character animation.
- Proficient at incorporating feedback/critiques into revisions in timely, efficient manner.

visual storytelling

- Skilled at composing shots and animating cameras with natural, believable results.
- Experienced with use of camera angles, movement, and cuts to enhance storytelling.

education

bachelor of fine arts • bowling green state university 2008

online animation workshops 2007-2010

- Various animation tutoring sessions with Stephen Gregory (*Pixar*), Keith Lango (*Valve*), and Jean-Denis Haas (*ILM*). Focused on acting, entertainment, physicality, and polish.