

BRON ANIMATION STUDIO CG Supervisor (2016 – current)

Supervise Front end asset production to ensure deliverables meet the shows creative aesthetic direction and technical requirements. Help establish production attainable creative benchmarks, asset production work flows, and companion tools that work within pipeline specifications.

CINESITE ANIMATION STUDIO Senior CG Character Modeler (2015 – 2016)

Oversaw the creation and development of the Trog and Gnome characters for successful integration into the studio pipeline. Responsibilities included collaboratively working with multiple departments to make sure the best product was delivered in a timely manner and all mentioned characters work well in the studio pipeline. This included topology creation and management during production with emphasis on facial targets to assist in the development of the studio facial pipeline.

- ◆ **Gnome Alone (2015 – 2016)** Software used was Maya and Z-brush

NICKELODEON ANIMATION STUDIOS Modeler/CG Generalist (2014 – 2015)

Go over the mockup models, rebuild, UV, and set up the initial animation control, to ensure the models can be cleanly used throughout the production pipelines for both the US and India Studios. Software used Maya and MudBox.

- ◆ **Wallykazam (2014- 2015)** cleaned up and finalized sets and props for the Animation Pipeline

DREAMWORKS ANIMATION STUDIOS Senior Modeler/Sculptor (2010 – 2014)

Created character models used for Animation, prop elements for effects, set structures to create environments for master sets. I also worked with various artists within Dreamworks to lead in the development, creation, and manufacturing of Collectible Sculptures for multiple productions with in the studio. **Software** Used was Maya and MudBox.

MOVIES:

- ◆ **Penguins of Madagascar (2014)** Created sets and Props
- ◆ **Monkey's of Mumbia (2013–2014)** Created characters - sets and props - master sets
- ◆ **How to Train Your Dragon2 (2012-2013)** Created characters – sets and props.
- ◆ **TURBO (2011-2012)** Created Characters – sets and props – master sets.
- ◆ **Puss n Boots (2010 -2011)** Created character- set and prop elements

DISNEY ANIMATION STUDIOS Senior Modeler/Sculptor (1996 – 2010)

Created models of characters for Animation, prop elements, and environments. Responsible for facial blend shapes, PSD's for shape integrity of the model during Animation, master set construction, cloth and hair tube construction. Also created visual development models using Zbrush to create digital maquettes for production. Helped with the Disney Mentor Program, Summer Internship Program, and Special Projects with Disney Imagineering. I help sculpt and lead in the creation of the traditional sculpted maquettes for the Animated Features “**Chicken Little**” and “**Meet the Robinson's**”. Software used Maya, Paraform, Claytools, Next Engine Scanner, Photoshop, Mudbox and Zbrush.

PROJECTS and MOVIES:

- ◆ **Tangled (2009-2010)** created characters - facial blends set and prop elements - master sets
- ◆ **Prep and Landing (2008-2009)** ABC VisDev Modeling - created characters - sets and Props
- ◆ **Chicken Little (2004 – 2005)** Created Characters - basic Facial Rigging, Facial blends and maquettes
- ◆ **Kangaroo Jack (2002-2003)** Model Lead - created kangaroo model - created facial blends
- ◆ **Philharmagic (2002-2003)** - created characters - facial blends and environments
- ◆ **Snow Dog's (2002)** - created two main characters and created all facial controls
- ◆ **Snow White and the Seven Dwarfs - DVD release (2001)** - created face in mirror model, helped with facial blends
- ◆ **Dinosaur (1996- 2000)** - Associate Model Lead - created characters - sets and props
- ◆ **A Christmas Carol (2009)** IMD “Image movers Digital” - created creatures - prop elements
- ◆ **Bolt (2007-2008)** created character s- Facial Blends - set and prop elements
- ◆ **Meet the Robinson's (2006 - 2007)** created characters- facial blend - Props and sculpted maquettes

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