



Professional Experience

Freelance Director, Animator and VFX Artist Direction, VFX, animation and motion graphics for commercials, apps, and short films.	2012 - Present
Animator ShadowMachine Character animation for “Guillermo Del Toro’s Pinocchio”.	2022
Animator Netflix Character animation for “Wendell and Wild”.	2021 - 2022
Digital Animator DreamWorks Animation Studios Character animation, effects, compositing, motion graphics for various shows	2018 - 2021
Animator Stoopid Buddy Studios Character animator for “Super Mansion” seasons 2 and 3.	2016 - 2018
Animator Bix Pix Studios Character animator for “Tumble Leaf” season 4.	2017 - 2018
VFX Artist Bix Pix Studios Effects, rig removal, compositing for “Tumble Leaf” and “Adventure Time” episode.	2015 - 2018
Training Intern DreamWorks Animation Studios Trained in animation, lighting, programming, and the DreamWorks pipeline.	2014
Digital Artist HOAX Films Rig removal, compositing, and matchmoving in Nuke for “Zombeavers” feature.	2013

Education

MFA Animation University of California, Los Angeles School of Theatre, Film and Television	2015
BS Mechanical Engineering University of California, Los Angeles Henry Samueli School of Engineering and Applied Sciences	2012

Awards

UCLA Directors Spotlight Award Stubbs the Cat, Backseat Full of Weird Premier event showcasing ten films chosen by a Blue Ribbon Jury of industry professionals.	2014, 2015
Matt Groening Production Fellowship in Animation Backseat Full of Weird Simpsons creator Matt Groening funds ten films that address issues of social importance.	2014

Technical Skills

Proficient in After Effects, Harmony, Flash, Moho, and Dragonframe for character animation.
Skilled in character animation, layout, modeling, lighting, rendering, and effects using Maya and C4D.
Experienced in compositing, match-moving, roto, keying, and color correction in Nuke and After Effects.
Practiced in technical problem-solving, including 3D math for engineering, graphics and animation.
Knowledgeable in Python, MEL, C++, AS3, as well as Linux/Unix.