

Summary of Expertise

- 8 years experience in Maya
- 3 years intermediate experience in C++.
- 6 years experience in MEL.
- 3 years scripting experience in Python.
- Previously rigging props, bipeds, quadrupeds and unique characters for video game and short story projects.
- Currently creating MEL and Python scripts to automate complicated and time consuming tasks; reduced work load for character set up from hours to minutes, expanding existing or creating new pipelines.

Pipeline TD

2015 - 2016

Sony Pictures Imageworks

- Angry Birds, Suicide Squad, 2 Non-Disclosed Projects
- Provided anim help to all shows, custom scripts, and overall support.

On Angry Birds: Created additional variation code for crowds that was later implemented studio wide.
Created separate publish pipeline for specialized show.

Character TD

2010 - 2014

Arconyx Animation Studios

- Creating five unique character rigs using custom built rigging script.
- Providing technical support and scripts to assist animator workflow and efficiency.

The Zoo FX

- Rigging a leopard for unreleased music video.

Studio B Flat

- Game development for Unity 3. Creating rigs and animations for props/characters.
- Problem solving, maximizing efficiency in the Unity 3D game engine.

Cerebus: The Aardvark

- Independent 3D film. Setting up humanoid characters, and a unique bird rig.
- Troubleshooting and problem solving bird anatomy. Developed new techniques to deal with exotic creatures, such as wing flaps and feather movement.

Education

California State University Chico

2003 - 2009

- Bachelor of Science in Applied Computer Graphics (Production)
- Art Studio Minor