

**Employment Eligibility:** USA Citizen & Canadian Permanent Resident

## EMPLOYMENT EXPERIENCE

### DNEG

Vancouver, B.C.

Animation Supervisor  
02/2020 - Present

#### Supervision Responsibilities

- Overall Animation Supervisor for **DNEG TV** (2020); Animation Supervisor for **Film** (current)
- **TV:** Work with internal production teams and clients on various shows concurrently
- Work with production teams on new bidding + development/pitch work
- Manage teams for each production via feedback, shot design, reference, research and technical assistance
- Keyframe animation for shot work, shot alterations, technical fixes, etc. (as needed)

**Projects** Uncharted; Away (*season 1*), Star Trek: Discovery (*season 3*), Foundation (*season 1*)

### MPC Film

Vancouver, B.C.

Animation Supervisor  
01/2018 - 01/2020

Lead Animator  
08/2016 - 12/2017

Senior Animator  
11/2015 - 08/2016

Animator  
10/2014 - 11/2015

#### Supervision Responsibilities

- Managed on-site team of 90 artists and off-site team of over 30 artists at peak (*Pikachu*)
- Work closely with client (director, VFX supervision) and internal supervisors to develop the foundational elements of new shows
- Present work and drive client calls with director and VFX supervisors
- Work closely with coordination and production teams to maintain highly organized projects; Assist in planning, scheduling, bidding, and additional team planning
- Participate in cross-department meetings, both internally and with clients, to lock down ideas and deliver shows in a timely manner
- Manage teams via feedback, shot design, reference, research and technical assistance
- Training team members on the pipeline and best practices for a show
- Research, develop and build core reference libraries for shows – for benefit of all depts
- Rebuilt and re-organized most of the internal department documentation
- Liaison to other departments in the pipeline for problem-solving during life of a show
- Development and pitch work to help secure new project awards

#### Projects

- **Supervision:** Pokémon Detective Pikachu, Maleficent: Mistress of Evil
- **Lead:** Alpha, Alien: Covenant
- **Animator:** Monster Trucks, Sully, Suicide Squad, Ghostbusters, Independence Day: Resurgence

### Luma Pictures

Santa Monica, CA

Animator (Staff)  
11/2010 - 01/2013

#### Responsibilities

- Keyframe animation for characters, creatures, cameras, objects, props, and FX
- Training team members on the pipeline and best practices for a show
- Research, built and maintain reference and animation libraries for team
- Worked closely with Development Team and Management – training team, testing new software, tools, pipeline improvements, built and operated motion capture facility

**Projects** Iron Man 3, Thor, Underworld: Awakening, X-Men: First Class, The Avengers, Captain America: The First Avenger, Oz: The Great and Powerful, G.I. Joe: Retaliation, The Dictator, Fright Night

## EDUCATION EXPERIENCE

Animation Mentor  
animationmentor.com  
Graduated: 04/2010

#### Certificate in Advanced Character Animation

Mentors: Elliott Roberts, Mike Walling, Jay Jackson, Mike Belzer, Ethan Hurd, Nick Bruno

University of Florida  
Gainesville, FL  
Graduated: 12/2005

#### Bachelor of Science in Digital Arts & Science: Engineering

Hybrid degree program in Fine Arts and Engineering with a focus on the union of the two schools in the production of digital media.