



I am an enthusiastic, dedicated professional with over 20 years of experience creating imagery for web applications, game consoles, commercials and feature films.

I work in lead and senior roles for large companies and boutique studios, contributing at many stages of production - visual development, 3D layout, previs animation, texture painting, matte painting, specializing in 2D/3D compositing - on projects of varying artistic styles.

I look forward to bringing my technical expertise, broad range of communication skills and passion for design and image creation to your next project.

→ **experience**

Laika, AUG.2015–present
visual development artist, senior compositor, matte painter
credits: Missing Link (2019), Kubo and the Two Strings (2016)

Freelance Artist, JUL.2012 – Present
compositor, UI animator, 3D environment conceptual artist, texture painter
studios: Netflix, Sony Computer Entertainment America, Teak Digital, CT-SF, XYZ Graphics, Pixelgun Studios, emotion studios
clients: Adobe, Hewlett-Packard, Salesforce.com, Snapfish, Intel, 2K Sports

Tippett Studios, OCT.2013–JUL.2015
senior 2D/3D compositor
credits: Cosmos: A Spacetime Odyssey, Teenage Mutant Ninja Turtles, The Crossing

Atomic Fiction, MAR.2012–JUL.2012, OCT.2012–MAY.2013
senior compositor, lead artist, matte painter
film credits: Star Trek: Into Darkness, The Lone Ranger, Looper, Flight
other credits: "Alive" music video (Empire of the Sun), Star Trek: Secrets of the Universe (History Channel)

Whiskytree, FEB.2011 – MAR.2012
compositor, matte painter
film credits: The Avengers, Captain America: The First Avenger, Thor
commercials: Intel, Trion Worlds

ImageMovers Digital (Disney), MAR.2008 – DEC.2010
lead compositor, senior compositor, matte painter
film credits: Disney's A Christmas Carol, Mars Needs Moms, Yellow Submarine (screen test)

The Orphanage, MAY.2003 – MAR.2008
compositing supervisor, compositor, technical director
film credits: Iron Man, Pirates of the Caribbean 3: Dead Man's Chest, Grindhouse, Superman Returns, Harry Potter and the Goblet of Fire, Aeon Flux, Sin City, Sky Captain and the World of Tomorrow, Hellboy
commercial clients: Saab, Fox Sports NFL, Volkswagon, Lexus, McDonalds, Radioshack

Lucasfilm (JAK films - Skywalker Ranch), MAY.2002 – MAY.2003
previs artist, technical director, compositor
film credits: Star Wars: Episode III - Revenge of the Sith, THX1138: The Director's Cut

LucasArts, FEB.1999 – MAY.2002
post production supervisor, fx animator

→ **education**

Ohio State University :: B.S. Computer Science, 1994
UC Berkeley Extension :: Fine Arts Studio (6 semesters), 1999-2001

→ **tools**

Comfortable in OS X, Windows, Unix/Linux environments
Advanced knowledge of Foundry's Nuke, Adobe After Effects, Photoshop, Autodesk Maya
Familiar with Illustrator, Modo, 3DSMax, Cinema4D, Vue, Terragen
Comfortable with light coding and troubleshooting scripts/expressions

References available upon request