

Work Experience

Character Animator, *Alice in Wonderland*, Sony Pictures Imageworks, August 2009 - Current

- Character Animation – March Hare, Mouse, and Red Knights.
- Assisted in character development animation for the March Hare.
- Worked with animation director and leads to deliver appropriate acting, dialog, and physicality for character performances.
- Attended dailies, sweat box reviews, and animation crew meetings.
- Technical Animation – Alice CG double and Stayne CG body replacement.

Character Animator, *G-Force*, Sony Pictures Imageworks, July 2008 - May 2009

- Character Animation – Guinea pigs, Mole, and a Fly
- Worked with animation director and leads to deliver appropriate acting, dialog, and physicality for character performances.
- Attended dailies, sweat box reviews, and animation crew meetings.

Character Animator, *Kites*, BYU, 2008 (2009 Student Academy Winner)

- Character Animation – Boy
- Tested animation rig and worked with the rigger in developing rig.

Animation *Internship, Academy of Motion Pictures - Pixar*, Summer 2007

- Animation assignments: Pantomime test, Dialogue test, Walk cycle and Weight variance tests with a bouncy ball.
- Attended lectures provided by animation and other production departments.

Co-Director/Producer/Animator, *The Lion & the Mouse*, BYU, 2006-08

(2008 Student Emmy Honorable Mention)

- Character Animation - Lion
- Director and Producer Responsibilities
- Managed a team of 40+ students over 2 years
- Contributed to Compositing and Editing

Character Animator, *Pajama Gladiator*, BYU, 2007 (2009 Student Academy Winner)

- Character Animation – Boy

Character Animator/Lighter, *Las Piñatas*, BYU, 2006 (2007 Student Emmy Winner)

- Character Animation – Piñatas and Children.
- Character lighting and rendering – Renderman

Education

B.F.A. Degree, Animation, Brigham Young University, 2008

A.S. Degree, General Studies/Animation, Salt Lake Community College, 2005

1 Year Certificate, Accounting, Salt Lake Community College, 2003

Skills

Animation: An understanding of traditional animation principles and CG animation experience.

3D Software: Maya, Pixar and Sony Imageworks proprietary software

Notable Characteristics: Ability to embrace change, eagerness to learn, excels in a collaborative environment, and able to accept critique.

Operating Systems: Windows, Mac OS, some Linux experience

Compositing/ Editing: Animo, Minor Shake experience, and Final Cut Pro

Business: Effective and efficient leader, Creative problem solver, Accounting knowledge, Public speaking, and Customer service.
