

Work Experience

Character Animator, *The Smurfs*, Sony Pictures Imageworks, May 2010 - Current

- Character Animation – Pap, Gutsy, Clumsy, Brainy Smurfette, Grouchy.
- 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.

PreVis Artist, (*Films Listed Below**), *The Third Floor*, February – May 2010

* *The Smurfs* **Thor* **Battleship* **I am Number Four*

- Camera Layout and character animation
- 2D affects and composites
- Worked closely with supervisors to articulate previs work based on storyboards, scripts, and directors feedback.

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

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.
