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# Curriculum Vitae

11/21/2011

## Feature Film

- Iron Man 3* – Concept Artist  
(2011, 20<sup>th</sup> Century Fox, Production Designer: Bill Brzeski)
- Frankenstein (Untitled Max Landis Project)* – Concept Artist  
(2011, 20<sup>th</sup> Century Fox, Production Designer: Tom Meyer)
- Fantastic Voyage* – Concept Artist  
(2011, 20<sup>th</sup> Century Fox, Production Designer: Tom Meyer)
- Deadpool* – Presentation Artwork  
(2011, 20<sup>th</sup> Century Fox, Director Brian Smrz)
- 47 Ronin* – Concept Artist  
(2010, Universal Studios, Production Designer: Jan Roelfs, Director: Carl Rinsch)
- Journey 2: Mysterious Island* – Concept Artist  
(2010, Warner Bros., Production Designer: Bill Boes)
- Rock of Ages* – Concept Artist  
(2010, New Line, Production Designer: Devorah Herbert)
- Real Steel* – Concept Artist  
(2009-2010, Dreamworks II, Production Designer: Tom Meyer)
- Suckerpunch* – Previz Supervisor  
(2009, Warner Bros., Prime Focus VFX)
- Avatar* – Digital Matte Artist  
(2009, 20<sup>th</sup> Century Fox, Prime Focus VFX)
- Twilight: New Moon* – Matte Artist  
(2009, Summit Entertainment, Prime Focus VFX)
- Jonah Hex* – Concept Artist / Storyboard Paint supervisor  
(2009, Warner Bros., Director: Jimmy Hayward)
- Rio* – Lead Animatics Artist  
(2008, 20<sup>th</sup> Century Fox, Director: Carlos Saldhana)
- Ice Age 3: Dawn of the Dinosaur* – Lead Animatics Artist  
(2007, 20<sup>th</sup> Century Fox, Director: Carlos Saldhana)
- Leafmen* – Lead Animatics Artist  
(2007, 20<sup>th</sup> Century Fox, Director: Chris Wedge)
- Will Eisner's The Spirit* – Digital Matte Artist  
(2007, Lionsgate, Look Effects Hollywood)
- Horton Hears a Who!* - Lead Animatics Artist  
(2006, 20<sup>th</sup> Century Fox, Director: Jimmy Hayward)
- Eragon* – Digital Matte Artist  
(2006, 20<sup>th</sup> Century Fox, Svengali FX)
- The Forbidden Kingdom* – Digital Matte Artist  
(2006, Lionsgate, Svengali FX)
- Fantastic Four: Rise of the Silver Surfer* – VFX concept artist  
(2006, 20<sup>th</sup> Century Fox, Svengali FX)
- Ice Age 2: the Meltdown* – Animatics Artist  
(2006, 20<sup>th</sup> Century Fox, Director: Carlos Saldhana)

*Stay* – Digital Matte Artist  
(2005, 20<sup>th</sup> Century Fox, R!ot Pictures)  
*The Adventures of Sharkboy and Lava Girl* – Concept Artist / Character Animator  
(2005, Troublemaker Studios, R!ot Pictures)  
*XXX: State of the Union* – Digital Composer  
(2005, Sony Pictures Entertainment, R!ot Pictures)  
*Team America: World Police* – Digital Composer  
(2004, Paramount, R!ot Pictures)  
*Sky Captain and the World of Tomorrow* – Digital Matte Artist  
(2003, Paramount Pictures, R!ot Pictures)

## **Episodic Television**

*Life on Mars* – Digital Matte Artist  
(2008, ABC, Look Effects Hollywood)  
*Life After People* – Digital Matte Artist  
(2008, History Channel, Look Effects Hollywood)  
*Biblical Mysteries Explained* – Digital Matte Artist  
(2008, History Channel, Look Effects Hollywood)  
*Pushing Daisies* – Digital Matte Artist  
(2007, ABC, Look Effects Hollywood)  
*Empire* – Digital Matte Artist  
(2005, ABC, R!ot Pictures)

## **Commercials**

*McDonald's: Hi-Tech Friends* – Digital Matte Artist  
(2007, Hornet Inc.)  
*Barbie: Fairytopia* – Character Designer / Animator  
(2004, Oglivy & Mather, R!ot Pictures)  
*Nissan Murano* – Digital Matte Artist  
(2004, R!ot Pictures)

## **Music Video**

*Atomic Tom: Red Light Warning Sign* – Production Designer / VFX Supervisor  
(2011, Universal Republic Records, Director: Ben Espiritu / Marcin Stawaz)

## **Animation Visual Development**

Disney TV – Concept Artist for an unreleased TV series  
(2004, Director: Dan Bransfield)  
3D Mickey – Concept Artist  
(2004, Buttocks Inc., Director: Jimmy Hayward)  
Untitled MTV Animated Project – Animator / Modeler  
(2002, Buttocks Inc., Director: Jimmy Hayward)

## **Print Publications**

*The Royal Waker-Upper* – Illustrator  
(2003, Island Heritage Publishing, written by Elaine Masters)

## **Skills**

- Concept Illustration and Feature Film design
- Photorealistic Matte Painting
- Virtual Environments
- Storyboard Animatics
- Character design (human anatomy)
- VFX supervision
- Feature film 3D previsualization and previsualization supervision
- Software skills include: Autodesk Maya, Autodesk Mudbox, Avid Media Composer, Premier Pro CS5, Photoshop CS5, Sketchbook Pro, Shake, After Effects CS5, Autodesk Toxik, Boujou, Combustion, Matchmover, and Excel
- Cinematic Storytelling
- Strong Understanding of Academy 35mm Optics and Lenses

## **Education**

1998-2002, Bachelor of Fine Arts in Illustration/Animation/Film, Academy of Art College, San Francisco, CA

## **Affiliations**

Local 800 Art Directors Guild, IMA Senior Illustrator