

## WORK HISTORY

- **Freelance:** Jan 2007 – Present

This is a list of some of the clients I have worked with:

**Uli Meyer Studios:** Nov 2008 - Present (Freelance) Senior Character Rigging TD

TV Commercials: **Domestos & Honey Nut Loops**

Responsible for setting up advanced full body squash and stretch rigs with detailed facial systems in Maya and delivering them on tight deadlines. Each character on the Domestos projects are unique germ characters with varied proportions, limbs and tentacles. I wrote scripts and tools in Mel to streamline process and add special functionality to the rigs.

**Renkewitz Studios:** Sept 2009 - Present (Freelance) Senior Artist/Animator

Game Trailers: **Prince of Persia: The sands of time & Lost Planet 2**

Responsible for animating creatures and enhancing existing game character models, textures and rigs in XSI and 3D Studio Max to be used on pre-rendered, HD cinematic style game trailers.

**Liquid Development:** Jan 2007 – Present (Freelance) Senior Technical Artist

Games: **Fable2, Guitar Hero 2, Rockband, Hellgate London, Aliens: Colonel Marines, Freaky Creatures, Sector 8**

Responsible for creating a huge range of characters, weapons and environmental outsourced assets in Max, Maya and XSI for a variety of AAA Games on tight deadlines. Each had very different workflows and specifications, some examples: Normal Map creation from high poly models and normal map generation from textures, intricate UV tiling setups and additional UV channels for light maps in the Unreal Engine, character models created so parts are interchangeable with other characters and reverse engineering of assets in order to learn process of creating more content of the same style.

**Pegasus Productions IV:** Nov 2007 (Freelance) Senior Artist

Production: **Stargate Atlantis 5 -Episode 4 The Daedalus Variations.**

Modeled and textured a very large Alien Space Ship for a special episode of a popular Sci-Fi HDTV show.

- **Raven Software:** Sept 2003 – Jan 2007

Senior Technical Artist (In studio Position)

Games: **Quake 4, Marvel Ultimate Alliance, Xmen Origins: Wolverine, Wolfenstein, Doom 3(Xbox port)**

Responsible for animating characters and cameras for real-time game cinematic sequences and then scripting them into the Doom 3 Engine, advanced rigging and character animations in Maya and 3d Max, high and low polygon modeling for major characters and set elements, UV mapping, full next generation texturing and teaching 3D and 2D software and work methods,

## 3D Skills

- Extensive knowledge of 3D geometry and texturing and how it relates to efficient rendering and deformations.
- Great feel for timing, the principles of animation and a broad range of complex rigging, control set, scripting and custom expression skills.
- Great understanding of anatomy and facial expressions and how they apply to 3D muscle setups and facial control sets.
- Great understanding of production pipelines and quick to learn new software and updates.
- Good editing, lighting and compositing skills.

## Education

- **July 2002 - July 2003** - Vancouver Film School – Honored Diploma of Computer Generated Imaging and Animation.
- **July 2000 - Feb 2001** - Blanche McDonald – Diploma of Television/Film Makeup Artistry.
- **June 1999** - Grade 12 education with honors.

## Software Proficiencies

- **Maya** - Expert
- **XSI** - Expert
- **3D Studio Max** - Advanced
- **Z Brush/Mudbox** - Advanced
- **Photoshop + Illustrator** - Expert
- **Flash** - Advanced
- **Motion Builder** - Competent
- **Modo** - Competent
- **Mel** - Advanced
- **Python** - Advanced
- **Flash Action Script** - Competent
- **Unreal 3 Engine** - Advanced
- **Milo Engine** - Competent
- **Doom 3 Engine** - Advanced
- **Havok** - Competent
- **SpeedTree** - Competent

## Awards

- 1<sup>st</sup> place in Vancouver Film School 2002, 3D animation scholarship competition. I received 100% full program tuition.
- Vancouver Film School 2003 film festival extension scholarship.