

SKILLS AND EXPERIENCE

- A solid background in traditional foundations and fundamentals of animation
- Software: Maya, Softimage|XSI, Lightwave, Adobe Photoshop, Premiere, After Effects, Digital Fusion
- Strong story, composition, direction, art, camera and storyboard principles
- Able to work collaboratively in a team; Ability to work well under deadlines
- Great attitude, good communication and organization skills

WORK HISTORY

- Nov. '08 - Present **BioWare Montreal** - *senior cinematics animator*
 - "MassEffect 2"
- Sept. '08 - Nov. '08 **Bungie** - *cinematics animator*
 - "Halo 3: ODST"
- Nov. '06 - Sept. '08 **damnfx** - *lead animator*
 - "Halo 3: ODST" (Cinematics)
 - "Halo 3" (Cinematics)
 - "Sea Monsters" (3D-IMAX)
 - "Dinosaurs Alive 3D" (3D-IMAX)
- Aug. '05 – Nov. '06 **Rainmaker Animation & Visual Effects** - *animator*
 - "Night at the Museum"
 - "IronMan" (bid test)
 - "Garfield 2" (shift lead)
 - "Dr. Dolittle 3"
 - "She's The man"
 - "Blades of Glory"
- Summer '06 **Blue Collar Productions** (freelance) - *animator*
 - "Sucrets complete" spot
- Summer '05 **Lost Boys Studios** - *animator*
 - "The Orchid and the Rose" - *animator*
 - '06 Vancouver island film festival: Best technical achievement
 - '06 Houston worldfest: Gold Award

EDUCATION

- 2004-2005 Vancouver Film School: 3D Animation Diploma *with honors*
- 2001-2003 Bachelor of Communications Engineering: Carleton University (2/4 Years)