

EXPERIENCE

Academy of Art University, September 2007 - Present
San Francisco, California - Animation Dpt. PT Faculty & PT Technician

Writer - (Science Fiction & Urban Fantasy) 2007 – Present

Titles follow:

P.O.R.T. 101 - Book Three - Catalyst (*ongoing*)

The Adventures of Walter Isney (*ongoing*)

A Practice In Rigging (*ongoing*)

Strays - The City (2010)

P.O.R.T. 101 - Book Two - Divergence (2009)

P.O.R.T. 101 - Book One - Dark Horizon (2007)

24 Hour Bloodline (Game Dev), Nov. 2008 – April 2009

San Francisco, California – Modeling and Rigging

The Art Institute of Seattle, October 2006 – June 2007

Seattle, Washington – Media Arts & Animation Dept. Faculty

Foundation Productions, August 2005 – April 2007

San Francisco, California – TD, Animator, Modeller, Texturer, & Rigger

Daylight Productions, April 2005 – August 2005

San Francisco, California – Modeling, & Rigging

Academy of Art University, June 2002 - June 2004

San Francisco, California - Animation Department Support

3DM Productions, Jan. 2001 - Jan.2002

Alameda, CA – Interactive Design and Production

Manex Interactive, April 2000 - Jan. 2001

Alameda Point, California - Senior Designer

...Interactive Design Architect; Digital Video Editing

...Graphic Design / Web Design & Scripting (PHP)

NBC Internet & XOOM.COM 1997 – 2000

San Francisco, California - Senior Designer

...Graphic Design / Web Design & Scripting (PHP)

...CD / DVD ROM Development

Rutgers University, Sept.92 - June '97

New Brunswick, NJ - Computer Consultant / Repair Assistant

...Support and repair

EDUCATION

The Academy of Art University, San Francisco, CA

MFA in Animation and Visual Effects , Dec. 2004

Honorable Mention in 2004 Spring Show

Rutgers College, Rutgers University, New Brunswick, NJ

B.A. in Art, with a minor in Art History, May 1994

Focus in Graphic Design and Computer Art

SKILLS

Mac OSX, Windows, Unix based systems, Maya / After FX / Premiere / Final
Cut Pro / Photoshop / Mudbox / Flash / Teaching / Animation / Rigging /
Modeling / Writing / Sculpture / Drawing

