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work.experience

[october.2009-november.2009 | animator | Alfred Hitchcock Presents short/pitch | Zoetifex Studios] Created final character animation for a pitch/short based on audio from Alfred Hitchcock Presents. Working remotely via FTP, Skype and email coordinated shot link-ups, framing and character rig updates.

[february.2009 | animator | Versus TV show opening | Transistor Studios] Animated cars and other elements in Maya for cable TV show opening.

[august.2007-october.2007 | drawn animation producer | Baby Shambles “French Dog Blues” music video] Managed all aspects of drawn animation production for the Baby Shambles music video. Hired and managed a crew of 3 animators. Coordinated with director in London and production staff in New York. Created and managed drawn animation pipeline.

[september.2006 | animator | The Rapture music video “Wooh! Alright - Yeah, Uh Huh”] Developed drawn animation for compositing in music video.

[jan.2006-march.2006 | motion graphics designer/co-director | Advantage Buyer Realty spot | Ricochet] Created a 30 second commercial for regional air, working from conception to final output: animation, editing, supervising sound recording and creating final output to broadcast spec.

[november.2005 | field producer/d.p. | The Color Guard “Cornucopia” DVD] Directed 2 cameramen, setup and recorded live sound and shot primary camera for the final performance of The Color Guard at CB’s gallery.

[june.2005-september.2005 | sequence director/animator | 2005 Ottawa Int. Ani. Fest. signal film | director Will Krause] Animation, direction, background and prop design for one of nine simultaneous segments. Working remotely and in house managed a crew of 7 in clean up and background work. Coordinated with other sequence directors for frame accurate interactions and asset management with parallel segments.

[may.2005 | assistant animator | TNN pilot “Roy D. Mercer” | Flickerlab] Inbetweening and clean up work for the Billy Bob Thornton scripted pilot of a trailer trash community.

[may.2003 | assistant animator | Nike “King James” promo | Heavy, Inc. | agency RGA] Animation, inbetweening and clean up work for Nike promo starring an animated James Lebron in graffiti style drawn animation.

[february.2003 | director/animator | 2003 Stony Awards interstitials] Created 4 interstitials for the High Times’ Stony Awards. Completed concepts, character designs, storyboards and finished animation for four interstitials including a show opener for the counterculture movie awards show in less than two weeks.

[january.2003 | assistant animator | Pioneer “Headbangers” spot | Mekanism | agency BBDO West] Created finished animation and cleaned up and inbetweened scenes from lead animators. Working entirely in Flash with Wacom tablets expedited a 30 second fully animated commercial in just under 2 weeks.

[may.2001-august.2002 | field producer/shooter | MuchMusic USA] As the first shooter for cable channel MuchMusic USA, now FUSE, helped to develop the MuchMusic USA look and shooting style. Field produced segments for shows including Uranium, Soundtrack of Your Life, Tastemaker, Mixtape Masterpiece, Celebrity Tastemaker and Random Intelligence. Interim segment producer for Tastemaker. Managed and maintained equipment check out for all production. Helped to develop tape catalog system and assisted post in production flow. Trained 6 camera people and brought new producers up to speed on production. Shot and field produced over 200 segments for the channel.

[spring.2001 | production assistant | Heavy, Inc.] Edited, field produced and shot webisodes for several Heavy.com shows including Vox Populi & Hipnodx.

[february.2001 | animation production | Utica Cartoon | Animation Cowboys] Cell painting and general production assistance for Cartoon Network pilot.

[december.1999-august.2000 | director/cinematographer/editor | RISD thesis film “4/4”] Shot entirely on 16mm b+w neg. “4/4” was the first student film at RISD to be edited on Avid Film Composer and matched back to 16mm answer print. Coordinated all aspects of workflow from 16mm to Avid to negative cutting. Supervised and directed music production and mixing for soundtrack.

[june-september.1999 | production assistant | Olive Jar Animation Studios] Helped create sets and models for Cartoon Network spot, “Johnny Quest”.

[january-march.1999 | director/animator | “Lead Paint” PSA | RISD/Providence Department of Health] Directed and animated a 30 second, stop-motion animated, PSA on the dangers of lead paint for regional broadcast.

[june-september.1998 | development intern | MTV Animation] Assisted producers and production staff with production and organizational work for pilots, pitches and interstitials.

education.coursework

Gobelins L’Ecole de L’Image | Paris.France

2009 summer character animation workshop & Kyle Balda masterclass

Animation Mentor | Berkeley.CA (online)

certificate: advanced studies in character animation [september.2006-september.2008]

School of Visual Arts | New York.NY

summer intensive: Computer Animation with Maya [2003]

Rhode Island School of Design | Providence.RI

BFA: Film/Animation/Video [september.1996-june.2000]

Brown University | Providence.RI

course: Computers and Music [fall.1997]

Columbia University | New York.NY

summer course: Computer Graphics Programming in C [1994]