



## POSITION DESIRED

A preproduction position bringing pre-visualization to final designs of characters and environments, and well as illustrating design packets for modeling.

## EDUCATION

Graduated from the Academy of Art University of San Francisco  
Received a BFA in Animation and Special Effects (with an emphasis in 3D Modeling and Visual Development) in December 2006  
Cumulative GPA of 3.86 on a 4.0 scale

## SKILLS

### Platforms

- Windows, Mac

### Software

- Adobe Photoshop, Autodesk Maya, Adobe Illustrator, After Effects, Premiere, Macromedia Dreamweaver, Final Cut Pro, Microsoft Office (Outlook, Excel, Word, PowerPoint)

## EXPERIENCE

- Freelance Illustrator for ABS Learning Centers  
July 2007-Present  
Hired on to bring the current project's art design up to professional standards, including redesigning characters, creating expression sheets, and illustrating graphics to accompany text using Adobe Illustrator. Further details of this project are currently under NDA, but it will be an education program tailored for children ages 9-12.
- Freelance Illustrator  
December 2004-March 2005  
While a full time student, illustrated a 32 page children's book using Adobe Photoshop and Illustrator. I collaborated with the author on coming up with the overall design and mood of the book that covered the difficult topic of coping with loss, and then I took it from there to design characters, color schemes, and full-page illustrations. The book is set to be published by Ten Speed Press in 2008.
- Storyboard Artist for Ideal Concepts America  
September 2004-December 2004, San Francisco, CA  
Worked with the director to create storyboards for a short independent sci-fi film (total length - 45 minutes). The film included several extensive, professional martial arts scenes in which I referenced the taped choreography to plan out dynamic camera angles while pacing the fight. I also planned out exterior shots to accommodate rotoscoping, matte paintings, and 3D machinery.
- Freelance Designer  
November 2002- March 2003  
Designed puppets, sets (for live action and animation), and over 50 animated characters for a children's television show pitch that was shown to Nickelodeon and PBS. The work consisted of digital paintings in Adobe Photoshop and vector graphics in Adobe Illustrator for the animated characters and background designs.

## AWARDS

- Won "Best in Category for Storyboarding" in the Academy of Art University's Spring Show 2006 for "Hugs for Herbert", a sequence of digital storyboards about a shy porcupine who just wants a hug
- Received the Bank of American Scholarship for Art in 2001. This scholarship is only available to nominated art students.

