

ABOUT

I am a digital artist specializing in **digital design** and **animation**. With a passion for all things entertainment, I come complete with a strong generalist background within themed entertainment, film pre-visualization, and interactive media industries. It is my hope to continue to work with others who dream just as big as I do!

SKILL SET

- Pre-Visualization/Layout
- Motion Graphics
- CG Character Animation
- Visual Effects
- Compositing
- CG Modeling
- Digital Design/Graphic Design
- Post-Visualization

INDUSTRY EXPERIENCE

Pre-Visualization (Feature Films/Television)
Themed Entertainment
Projection Mapping Animation
Live Show Graphics
Television Graphics
Mobile Gaming
Interactive Design

PROGRAMS

Maya	Illustrator
After Effects	PF Track
Unreal Engine	Mocha
Element 3D	Premiere
Photoshop	Red Giant
Trapcode Suite	Mac & PC

AFFILIATIONS

Chapman University, *BFA in Digital Arts (2013)*

EXPERIENCE

MARVEL STUDIOS ANIMATION

*Pre-Vis/Layout Artist
Burbank, California (Jan 2022-Present)*

Senior level Previs/Layout artist on Marvel Studios Animation's upcoming show, "*Spider-Man: Freshman Year*". Acting as a CG generalist specializing in camera animation, CG layout, character animation, and CG modeling.

DAY FOR NITE

*Pre-Vis/Post-Vis Artist
Los Angeles, California (February 2021-Present)*

Served as a senior level pre-vis shot creator on several upcoming unreleased feature films and tv shows. Utilized Maya and After Effects to help create CG character and camera animations.

DNEG (DOUBLE NEGATIVE)

*Pre-Vis/Post-Vis Artist
Burbank, California (Aug 2020-Jan 2021)*

Served as a senior level pre-vis and post-vis shot creator on several upcoming unreleased feature films and tv shows. Utilized Maya and After Effects to help create CG animations, camera movements, layouts, and motion graphics.

WALT DISNEY IMAGINEERING

*Visual Effects Designer
Glendale, California (Mar 2019-Apr 2020)*

Created content for a wide range of Disney Parks and Resorts venues and R&D projects within Walt Disney Imagineering. Utilized a wide range of Generalist skillsets while serving as a Pre-Vis/Layout artist, motion graphics animator, character animator, and VFX artist across multiple technology platforms, venues, and creative portfolio projects at WDI.

THE WALT DISNEY COMPANY

*Graphics Artist, Disney Parks Live Entertainment/Broadcasting
Anaheim, California (Oct 2014-Mar 2019)*

Freelance graphics creator creating CG animations, visual effects, composites, and motion graphics for use within live shows, attractions, and projection mapping projects found within the Disney Parks, Disney Parks Live Entertainment, and Disney Broadcasting venues.

THE THIRD FLOOR

*Pre-Vis/Post-Vis Shot Creator, Feature Film Pre-Visualization
Los Angeles, California (Feb 2016-Aug 2018)*

Freelance Pre-Vis and Post-Vis shot creator on several feature films for Marvel Studios, DC Entertainment, and Sony Pictures. Created pre-visualizations and post-vis shots utilizing Maya, After Effects, PF Track, and Mocha. Staged, animated, tracked live action plates, and composited detailed CG shot visualizations and camera animations for use within live action feature films.

FILM & TELEVISION PROJECT HIGHLIGHTS*

“Spider-Man: Freshman Year” (Marvel Studios Animation, 2024)

Marvel Studios Animation - Senior level CG Pre-Visualization/Layout Artist

“Black Adam” (Warner Bros, DC Entertainment, 2022)

Day for Nite - CG Pre-Visualization & Post-Vis Artist

“The Flash” (Warner Bros, DC Entertainment, 2022)

Day for Nite - CG Pre-Visualization & Post-Vis Artist

“Peter Pan & Wendy” (Walt Disney Studios, 2022)

Day for Nite - CG Pre-Visualization

“Foundation” (Apple TV, 2021)

DNEG - CG Pre-Visualization Shot Creator

“Captain Marvel” (Marvel Studios, 2019)

The Third Floor Inc. - CG Pre-Visualization Shot Creator & Post-Vis Artist

“Ant-Man and the Wasp” (Marvel Studios, 2018)

The Third Floor Inc. - CG Pre-Visualization Shot Creator & Post-Vis Artist

“Black Panther” (Marvel Studios, 2018)

The Third Floor Inc. - CG Pre-Visualization Shot Creator

“Thor Ragnarok” (Marvel Studios, 2017)

The Third Floor Inc. - CG Pre-Visualization Shot Creator

THEMED ENTERTAINMENT PROJECT HIGHLIGHTS

“Guardians of the Galaxy: Cosmic Rewind”- Walt Disney World Resort, EPCOT

Epcot, Walt Disney World (WDW)- CG Animation, VFX, Motion Graphic Animation

“Mickey’s Mix Magic: Projection Firework Show”- Disneyland Resort

Disneyland Resort (DLR)- CG Animation, VFX, Motion Graphic Animation, Onsite Install

“Avenger’s Campus at D23”- D23 Expo 2019

Walt Disney Imagineering, D23 Expo- Video Media/VFX, Motion Graphic Animation

“Disney Team of Heroes (Children’s Hospitals)”- Team of Heroes App

Walt Disney Imagineering- 2D Character Animation & VFX, Mural Animation

“Wreck It Ralph 2: Ralph Breaks the Internet”- Projection Mapping Pre-Show

Disney’s El Capitan Theatre, Hollywood- Motion Graphic Animation & Compositing

“Journey to Halloween Town”- Hong Kong Disneyland

Hong Kong Disneyland- 2D Character Animation & VFX

“Frozen Sing Along Celebration!”- Shanghai Disneyland

Shanghai Disneyland Resort- Compositing, VFX, & Lyric Motion Graphic Animation

“Small World Holiday Clock Show”- Disneyland Resort

Disneyland Resort (DLR)- Animation Projection Re-Mapping & Compositing

“Halloween Screams: Firework Show”- Disneyland Resort

Disneyland Resort (DLR)- Projection Animation

“Frozen Fun”- Disney California Adventure

Disney California Adventure Park- CG Character Animation & VFX

“For the First Time in Forever”- Disney California Adventure

Disney California Adventure Park- Visual Effects & Motion Graphics

