

SKILLS

Unique acting choices and creative character performances.
Dedicated to continually improving my craft.
Animated complex shots to a high degree of quality in a demanding feature film environment.

WORK EXPERIENCE

Lead Animator - Capcom Vancouver (Unannounced Project)

April 2011 - Present

Responsible for animating keystone actions for a wide variety of creatures
Worked as the character and creature animation lead for a new animation team
Directed and helped execute a previz short film for a new IP

Animator - ILM (Transformers 3 Film)

June 2010 - April 2011

Responsible for creating realistic, detailed animations for high profile shots and sequences
Responded to director and supervisor critique quickly and to a high degree of quality
Established direction on creature new to the Transformers franchise through animation tests

Lead Animator - Bioware (Mass Effect 2 Xbox360)

May 2007 - May 2010

Responsible for setting project animation direction through prototypes and keystone animation content
Directed all In-game motion capture shoots, coordinating with both stuntmen and actors

Cinematic Animator - Bioware (Mass Effect 1 Xbox360)

June 2006 - May 2007

Animator responsible for creating in-game cutscene sequences
Responsible for all aspects of sequences including planning, cameras and character/creature animation

Animator - White Iron Digital (ESPN, FORD, Family Channel Clients)

May 2005 - 2006

Created interstitials and for the ESPN Xgames, Family Channel and Ford Motor Company
Responsible for lighting and rendering via Mental Ray and compositing with Discrete Combustion

EDUCATION

2012 Ianimate Workshop "Close up acting performances" Graduate
2011 Animation Mentor Refresher Course Graduate
2010 Animation Mentor Graduate
2006 Sheridan College Graduate: Digital Character Animation post grad. program
2004 University of Lethbridge Graduate: Bachelor of Fine Arts

AWARDS

2006 Teletoon Animation Scholarship Competition: Most promising student
2006 Nicktoons Animation Festival Finalist
2006 EA Reveal Animation Contest: 3rd place Character animation category

ACHIEVEMENTS

2011 ILM's Transformers 3 nominated for "Best Visual FX Oscar"
2010 AnimationMentor.com featured my short film 'Bandito'
2010 Mass Effect 2 awarded "Game of the Year" from IGN, NYT
2007 Mass Effect 1 awarded "Game of the Year", NYT
2006 CGtalk.com featured my short film 'Animation Test Pilot'
2003 Student Representative, University of Lethbridge
2002 Dean's Honor List, University of Lethbridge
1999 Co-founded the Lord Beaverbrook Film Festival

INTERESTS AND HOBBIES

Wakeboarding poorly, Travelling through time, Reading.