

SKILLS

Animation that leverages unique acting choices and creative character performances.
Designing and populating complex animation systems for expressive realtime characters using those performances
Animating complex sequences and actions within demanding feature film and game environments

WORK EXPERIENCE

Animator - Valve Software

May 2014 - Present

Product level direction of creature combat and character performance through extensive in-engine previsualization
Co-Created a proprietary animation system for Valve's game engine (Source2) in conjunction with an engineer
Developer and Animator on 'The Lab', for Valve's groundbreaking roomscale VR system
Animated feature film quality game trailers for DOTA's "The International" tournament
Animated, rigged and shipped DOTA heroes and cosmetic item sets
Rebuilt the CS:GO animation system and animations for player character models, and all new weapon viewmodels

Animator - ILM Vancouver (TRANSFORMERS 4)

October 2013 - Present

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

Lead Animator - Capcom Vancouver (Next-Gen AAA IP's)

April 2011 - October 2013

Crafted key gameplay moments for player character and creatures through animated previsualization
Responsible for establishing tone, and quality by animating keystone animation content
Co-created a proprietary animation technology and tools to power 2 new AAA next gen IP's along with a team of 3 engineers
Developer responsible for the animations and animation systems running a large array of NPC creatures
Lead a team of 10 animators, engineers and TD's developing character and creature animation

Animator - ILM San Francisco (TRANSFORMERS 3)

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

Lead Animator - Bioware (Mass Effect 2, 3 Xbox360)

May 2007 - May 2010

Responsible for setting project animation direction through previz. and keystone animations
Directed, budgeted and planned all motion capture shoots

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 3D interstitials and for the ESPN Xgames, Family Channel and Ford Motor Company

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

ACHIEVEMENTS

2016 Valve's VR roomscale game 'The Lab' is nominated for a DICE award
2014 ILM's Transformers 4 grosses more than 1.1 billion dollars world wide
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 Teletoon Animation Scholarship Competition: Most promising student
2006 Nicktoons Animation Festival Finalist
2006 EA Reveal Animation Contest: 3rd place Character animation category
2002 Dean's Honor List, University of Lethbridge
1999 Co-founded the Lord Beaverbrook Film Festival