

Highlights and Qualifications

- Proficient in 2D animation, 2D character rigging, 3D animation, Motion Graphics Animation.
- Provide the highest quality of work under extremely tight deadlines.
- Collaborate well with others as well as execute ideas for achieving the team's goals
- Recognized talent for drawing, designing, sketching, writing, storyboarding, and texturing.
- Honest and Dedicated, Focus and Goal-Oriented, Creative and a quick learner.



Gnomon School of Visual Effects

Additional Credits, *Motion Graphics*

Education

Phoenix, AZ
2013(One Semester)

Key Skills

- Adobe After Effects
- Adobe Photoshop
- Final Cut Pro X
- Cinema 4D

The Art Institute of Phoenix

Bachelor of Arts, *Media Arts & Animation*

Phoenix, AZ
2005-2009

Key Skills

2D Animation Software

- ToonBoom Harmony
- Adobe Animate/Flash
- Adobe After Effects

Illustration Software

- Adobe Photoshop
- Adobe Illustrator
- ToonBoom Storyboard

3D Animation Software

- Cinema 4D
- Autodesk Maya

Experience and Accomplishments

Six Point Harness

2D Rigger, 2D Animator

- Super rig full turnarounds using peg movements while designing drawings using ToonBoom Harmony.
- Animated a series of characters, props, and objects using Adobe Flash.

Los Angeles, CA
2012-2012

8th Mind Studios

2D Animator

- Storyboard, Rigged, and Animated characters using ToonBoom Harmony and Storyboard Pro.
- Provided 2D animated render to be super composed in 3D environments.

Los Angeles, CA
2017-2018

Young Hollywood

2D Animator

- Animated cartoon interstitials using ToonBoom Harmony and Storyboard Pro.
- Characters and Background were provided, which were then rigged for animation.

Los Angeles, CA
2015-2017

We Are the Mighty Network

2D Animator, Motion Graphics Artist

- Design and create animated content using ToonBoom Animate Pro 3 and Storyboard 3.
- Character development, creative direction, and illustrate for graphic design, marketing, and animation.
- Design Motion Graphics for Live action programming and commercial advertising.

Los Angeles, CA
2014-2015

BBC Worldwide/ Biker Battleground Phoenix

Cinema 4D Animator, Motion Graphics Artist (Freelance)

- Composite and Animated video schematics using Cinema 4D and Adobe After Effects under tight deadlines.
- Designed and Created models (if not provided) in Cinema 4D when schematic models were needed.

Los Angeles, CA
2014-2014

Underground Network

Animator

- Design and create animated content for YouTube using ToonBoom Animate Pro 3.
- Character development, creative direction, and illustrate for graphic design, marketing, and animation.
- Produce and animate, but not limited to, 4 cartoons ranging from 1-3 minutes long on a weekly basis.

Los Angeles, CA
2013-2014

Little Luis Animated Sitcom

Lead Animator, Generalist

- Design Environments/Props, supervise, and animate each episode using ToonBoom Animate Pro 3.
- Character development, creative direction, and illustrate for graphic design, marketing, and animation.

Los Angeles, CA
2011-2014

