

SUMMARY

Dependable 3D Modeler with over 19 years experience developing animated feature films, television series, live broadcast productions, commercial advertising, websites, consumer products, and theme park attractions. Successfully demonstrated the ability to streamline design and development processes by collaborating with other departments to effectively deliver aesthetically and technically correct projects efficiently.

PROFESSIONAL EXPERIENCE

THE BOOTLEG BAR COMPANY, Los Angeles, CA
Owner/Founder

August 2023 - Present

Established a mobile bartending service providing customized beverage experiences for private events.

- Execute 30-300 person events such as corporate functions, charity events, and private receptions with personalized menus, signature cocktails, and planned activities
- Developed business plan, cash flow and pricing estimations to secure a business loan and investor funding
- Executed all branding initiatives to-date, including logo creation, website development, and signage
- Partnered with an established catering company for pricing leverage and acquisition leads

MAERE STUDIOS, Remote
Senior Character Artist

February 2024 - August 2024

Character modeler for Disney+'s 3D animated short *An Almost Christmas Special* released December 2024.

- Created two high-quality characters from concept to final modeling stages
- Collaborated with Art Director & Character Artists to ensure consistency in style and quality across all assets
- Consulted with other production teams to ensure character models were optimized for animation & rendering
- Coordinated handoffs & integration of assets between internal and overseas teams
- Streamlined a multi-software pipeline for clothing creation to ensure a seamless workflow between platforms

DREAMWORKS ANIMATION TV, Glendale, California
Lead Modeler

April 2017 - February 2023

Lead Modeler for the Hub department for the DreamWorks Animation Television Division modeling in-house assets and reviewing assets from overseas studios.

- Served as Character Modeling Point for *Jurassic Park*, *How To Train your Dragon*, and *Spirit*
- Chosen to create hero assets for the Tier One level shows
- Introduced a universal mesh for human characters allowing departments to work simultaneously eliminating the assembly line process and resulting in increased quality without extending the timeline
- Trained new employees and overseas studios on the modeling, texturing, and facial expression processes to meet the DreamWorks TV standards and pipeline requirements
- Participated in collaborative meetings with Executive Producers, Showrunners, and Directors to address technical challenges, troubleshoot software issues, and ensure final assets met design & functionality needs
- Partnered with Show Development team on early concepts of new characters for marketing of new shows
- Responsible for project estimation, scheduling and accounting for shows and HUB related projects
- Credits include; *Jurassic Park*, *Spirit*, *Fast and the Furious*, *Boss Baby*, *Kung Fu Panda*, *Voltron*, *How to Train Your Dragon*, and *She-Ra and the Princesses of Power*
- Envisioned and executed weekly employee engagement events and networking activities

TAIKO STUDIOS, Burbank, California
Modeler

January 2017 - April 2017

Character Modeler for Taiko Studios for their original, Oscar-nominated animated short film, *One Small Step*.

- Modeled two of the three main characters
- Worked with Directors and Department Heads to meet aesthetic and technical requirements of the characters
- Created visual development models with poses, facial expressions and textures for reviews

WALT DISNEY ANIMATION STUDIOS, Burbank, California
Modeler

December 2012 - February 2016

Feature film and Special Projects Modeler responsible for creating and protecting the artistic integrity of model assets and properties coming from Feature Animation to other partners within the Walt Disney Company.

- Created characters, props, and environments for the Oscar-nominated feature film, *Moana*, and the short film, *Inner Workings*
- Built 3D assets for company divisions: Disney Interactive, Disney Parks & Resorts, Disney Imagineering
- Delivered models to be animated and 3D printed for theme park attractions including: *Dwarf Mine Coaster* (FL), *Frozen Norway Pavilion* (FL), *Alice Dark Ride* (CA), *World of Color* (CA), *Tokyo Electrical Parade* (Japan)
- Converted and enhanced 10+ classic 2D Disney characters into 3D animated characters
- Collaborated with external companies on Disney Feature properties for marketing and licensing initiatives
- Updated older assets to be compatible with studio protocols and pipeline requirements
- Additional credits include: *Zootopia* and *Big Hero Six*

NICKELODEON ANIMATION STUDIOS, Burbank, California
CG Modeler

September 2008 - November 2012

CG Modeler for three of Nickelodeon's first 3D animated shows.

- Modeled characters, props and sets for three animated television series
- Created and prepared 30+ characters with facial expressions for the next stages of production
- Reviewed and revised assets developed by overseas studios
- Credits include: *Teenage Mutant Ninja Turtles*, *Kung Fu Panda*, and *Fanboy & Chum Chum*

SELF EMPLOYED, New York, New York
3D Modeler

May 2005 - August 2008

Contract artist that created 3D Assets for four visual effects post-production houses for commercial projects.

- Created 3D models used in TV commercials for Volkswagen, General Motors, Verizon, AT&T, and Dr. Scholl's
- Modeled objects including consumer products, cell phones, automobile parts, environment structures and organic objects using visual references from photography, scanned data and actual measurements

NBC/UNIVERSAL, New York, New York
Senior Intern

July 2004 - May 2005

Developed a full show package and assisted with graphics needs for in-house productions.

- Developed complete show package from concept, brand identity, and storyboards, to execution of a short pilot
- Supported graphic needs for *NBC Nightly News*, *Decision 2004*, and *The Today Show*
- Assisted NBC Sports sales staff with sponsorship proposals and presentations for the Winter Olympic Games

EDUCATION

NEW YORK UNIVERSITY
Master of Science (Digital Imaging and Design)

New York, New York

THE GEORGE WASHINGTON UNIVERSITY
Bachelor of Business Administration (Marketing, Sports Management)

Washington D.C.

TECHNICAL SKILLS

Autodesk Maya, Maxon zBrush, Marvelous Designer, Adobe Creative Suite, and Microsoft/Google Office