

SOFTWARE SKILLS

Maya	3D Studio Max	XSI	Flash	Photoshop	Illustrator
Streamline	Quark Xpress	InDesign	Pagemaker	Dreamweaver	CSS/HTML
AfterEffects	Premiere				

EDUCATION

Animation Mentor — 18-Month Curriculum in character animation studies, Summer 2011

28 credits in Visual Communications — Austin Community College, Fall 2003-Fall 2004

15 credits in Electronic Design and Multimedia — CUNY City College, Fall 2002

Associate of Applied Arts in Computer Animation — The Art Institute of Dallas, March, 1998

CAREER DEVELOPMENT

Graphic Artist, Batwin & Robin Productions, Inc. — New York, New York (2008-Present)

- Create motion graphic content on a project based need.
- Rotoscope, composite and color correct materials.
- Configure and troubleshoot network rendering pipeline.

Animator, Pigeon Impossible — Austin, Texas (2008)

- Animating lead and supporting character sequences using XSI.

Production Artist, Stellar Communications — Austin, Texas (2003-2007)

- Provided all web-based video solutions such as streaming content, optimization, and format issues.
- Edited and tested XHTML/CSS web sites to create online content and forms using current web standards.
- Performed spot and full color layout design for print materials such as newsletters, brochures, and advertisements for clients such as Texas State University and Texas Municipal Retirement System.
- Responsible for computer/network maintenance and data archiving.

Pre-press Specialist, Impressions Printing & Graphics — Austin, Texas (2003-2007) (1996-1999)

- Translated designers' files into print-ready formats and layouts for output on a computer-to-plate system.
- Ensured trapping, color separation, imposition and screens on submitted files met print shop specifications.

Animator, Thirty Frames — Parsippany, New Jersey (2001-2002)

- Used Maya and 3DS Max to create 3D models for use in broadcast graphics, DVDs, and web sites. Clients included Univision and Telemundo as well as architectural firms.
- Created motion graphics for broadcast and streaming video using After Effects.
- Converted media and images to appropriate formats for print and video.

Junior Animator, David Gregg Graphics — New York, New York (2000-2001)

- Produced 3D models using Maya and 3DS Max for CBS: *48 Hours* as well as law firms and production companies.
- Created animated logos, titles, and schematics using AfterEffects for legal presentations.
- Digitized and edited footage, created texture maps, composited shots and color corrected images.

Desktop Publisher, CopyMax — Austin, Texas (2000)

- Met and worked with clients to design custom logos, business cards, and brochures.
- Scanned, color corrected and retouched images.
- Provided troubleshooting for both PC and Mac computers.

Computer Animator, Texas Municipal Retirement System — Austin, Texas (2000) Freelance Project

- Sole animator of two-minute commercial, "What is Vesting?"
- Hand sketched characters and storyboard.
- Generated characters and animation through 3DS Max.
- Animated introductory title sequence using AfterEffects.