SOFTWARE SKILLS

Maya **|** 3D Studio Max **|** Photoshop **|** AfterEffects

EDUCATION

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

Motion Graphics Animator, Batwin & Robin — New York, New York (2008-2013)
- Created motion graphics and animations for museum exhibits/installations, events and theater.

Animator, Pigeon Impossible — Austin, Texas (2007-2008)
- Animated characters for sequences in the short film 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 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 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.