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Every project is a new possibility to breathe life into characters. Always striving for memorable, believable, and sincere performances.

CAREER

Langara Centre for Entertainment Arts

September 2020 - Currently
Vancouver, BC

Create and teach Curriculum of the following courses:

- Traditional Animation Approach (*Hand-drawn*)
- Intro to Animation Production (*fundamentals of traditional - Stop-motion & 3D animation -Blender*)
- Computer Animation Production (*fundamentals of 3D - Autodesk Maya*).
- (Substitute Term) Animation Principles for VFX (*fundamentals of 3D animation - Autodesk Maya*).

Doodle Nap

August 2016 - Currently
Vancouver, BC

Handcrafted animation and illustration for traditional and new media, from TV, to virtual reality, and everything in-between. Currently developing a video game.

Little Robot Friends

November 2018 - January 2020
Toronto, ON - Remote

From Vancouver assisted with art direction, animation, character design, and asset creation. From paper to asset delivery along with the Toronto team, helped create the characters and world of the programming game course for young folks *Secret Of The Source Code*.

Genesis Gaming

April 2014 - June 2016
Vancouver, BC

Animate and collaborate with fellow in-house and out-sourced artists, while making sure engineers get animated assets organized, on time, and technically compliant. Also, involved in optimizing *Creative-Engineering* pipeline, templates, wikis, tutorials and UI.

Ribbit Ribbit Studios

March 2012 - February 2013
Vancouver, BC

Animation, character design and storyboard for video projects. Also supported the team on whatever I could contribute with e.g., brainstorming, technical support, and dance with Tomasito the tortoise pet.

EDUCATION

Schoolism - Jun 2012 - Sep 2012

Gesture Drawing with Louis Gonzales.

Vancouver Film School - Jan 2011 - Dec 2011

3D Animation & Visual Effects (Honours).

SKILLS

- | | |
|-----------------------|---------------------|
| • Character Animation | • Storyboarding |
| • Gesture Drawing | • Illustration |
| • Visual Storytelling | • Colour Theory |
| • Thumbnailing | • Character Design |
| • Traditional Media | • Character Rigging |

LANGUAGES

- Hello, Hola, Bonjour, こんにちは, 你好.
- GDScript (Godot), Lua (Pico-8), HTML, CSS, C#.

RANDOM FACTS

- **Gameheads Summer Mentor** (2020 - 2021)
- Voice Over cameos on **Untitled Goose Game**, **Wandersong**, and **Ikenfell**.
- Sucker for cute and nature.