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

CAREER

Animation Instructor - 3D Animation + Foundation Langara College - Centre for Entertainment Arts Sep 2020 - Present / 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*).
- Animation Principles for VFX (*fundamentals of 3D animation - Autodesk Maya - Substitute Term*).

Animator + Illustrator Doodle Nap

Aug 2016 - Present / 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.

Art Director + Animator Little Robot Friends

Nov 2018 - Jan 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*.

Lead Animator + (Varying Seniority) Genesis Gaming

Apr 2014 - Jun 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.

Animator Ribbit Ribbit Studios

Mar 2012 - Feb 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#.

MISCELLANEOUS FACTS

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