
Experience

- Assistant Teaching Professor** **Villanova University** (Villanova, PA) August 2018 - Present
- Developed and taught courses in Media Production using Adobe Illustrator, InDesign, Photoshop, & After Effects.
 - Developed and taught courses in Web Design using Adobe Dreamweaver and XD.
 - Advised undergraduate students with course selections and degree program progress.
 - Maintained and updated department of Communication webpages and digital signage screens.
 - Produced motion graphics, flyers, and posters for department news and events.
- Assistant Professor in Residence** **University of Connecticut** (Stamford, CT) August 2016 - August 2018
- Developed and taught courses in 3D Modeling and Animation using Maya, Mudbox & Cinema 4D.
 - Developed and taught courses in Motion Graphics using Adobe After Effects and Premiere.
 - Advised undergraduate students with course selections and degree program progress.
 - Scholarship & BFA exhibition committee member.
- Adjunct Faculty** **New York Institute of Technology** (New York, NY) Spring 2016
- Taught two undergraduate sections of 3D Modeling and Animation using Maya.
 - Prepared class materials including lessons, quizzes, and homework assignments.
 - Conducted critiques and managed project progress.
- VFX Editor**
- Mr. Robot, The Leftovers*** **Alkemy X** (New York, NY) August 2015
- Managed the internal edits of sequences and shots using Nuke Studio.
 - Ingested and processed incoming client material.
 - Updated shot information in Shotgun with lineup details and notes for artists.
 - Conducted sequence review sessions for supervisors and producers.
 - Prepped and submitted finals & review files to clients.
- Instructor - 3D Animation** **University of Connecticut** (Stamford, CT) Summer 2015 & 2016
- Designed and taught the 3D animation track for the Summer Digital Media CT program sponsored by the Connecticut Office of Film, Television & Digital Media and the University of Connecticut.
 - 4-week intensive program covering modeling, animation, lighting, cameras, rendering, 3D printing, & motion graphics.
- Assistant Professor of Art & Design** **University of North Dakota** (Grand Forks, ND) August 2014 - May 2015
- Developed and taught course in 3D Modeling and Animation with Maya.
 - Restructured introductory digital media course to incorporate motion graphics, video editing, and stop-motion animation using Adobe After Effects and Adobe Premiere.
- Previs Artist**
- Dawn of the Planet of the Apes*** **Buffalo Digital** (New Orleans, LA) Feb 2013 - July 2013
- Noah*** **Blind Squirrel Digital** (Newton, NC) July 2012 - Aug 2012
- Camera placement & character staging, applied motion capture animation cycles for crowd sequences.
 - Shot tracking & previs animation integration for postvis using SynthEyes, After Effects, & Maya.
- Coordinator**
- Dawn of the Planet of the Apes*** **Buffalo Digital** (New Orleans, LA) May 2013 - July 2013
- Monitored sequences and updated spreadsheets with shot data & notes.
 - Distributed notes & shots based on artist workload, submitted revisions & progress reports to supervisors.

Experience

Character FX Artist

<i>Epic</i>	Blue Sky Studios (Greenwich, CT)	Oct 2012 - Feb 2013
<i>Hotel Transylvania</i>	Sony Imageworks (Los Angeles, CA)	Feb 2012 - June 2012
<i>Happy Feet 2</i>	Dr. D Studios (Sydney, Australia)	May 2011 - Nov 2011
<i>Harry Potter & the Deathly Hallows II</i>	Rising Sun Pictures (Adelaide, Australia)	Nov 2010 - May 2011
<i>The Owls of Ga'hoole</i>	Animal Logic (Sydney, Australia)	Jan 2010 - Aug 2010
<i>Night at the Museum 2, Aliens in the Attic, Alvin and the Chipmunks 2</i>	Rhythm & Hues (Los Angeles, CA)	Dec 2008 - Nov 2009

- Cloth, hair, fur & feather simulations on various characters using Maya nCloth and proprietary software.
- Shot work including volumetric mist breath, body steam effects & particle snow simulations using Houdini.

FX Technical Director

<i>Horton Hears a Who, Ice Age III</i>	Blue Sky Studios (White Plains, NY)	June 2007 - Nov 2008
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- Cloth simulations using Syflex and nCloth including blankets, flags, awnings, and leaves.
- Completed various effects shots including water and snow simulations, rain, debris and dust.

Set Dresser

<i>Ice Age II, Horton Hears a Who</i>	Blue Sky Studios (White Plains, NY)	Aug 2005 - June 2007
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- Dressed sets with procedural tools according to design specifications.
- Optimized set dressing to expedite render times.

Software and Programming

Adobe Photoshop, Illustrator, InDesign, After Effects, Dreamweaver, XD, Premiere Pro
Maya, Cinema 4D, Mudbox, Houdini, nCloth, Realflow, Nuke, SynthEyes, Katana
Word Press, Wix
Camtasia, Adobe Captivate: Adobe Certified Professional
Nuke Studio, Avid Media Composer, Final Cut Pro

Education

MFA Computer Art-3D Animation	Savannah College of Art & Design	Savannah, GA
BS Electrical Engineering	Worcester Polytechnic Institute	Worcester, MA