

# CAREER BEGINNINGS

- Growing up, he wanted to create environments for video games
- In high school he taught himself industry-standard 3D packages for fun
- He went to college for computer graphics
  - The program was “too vocational”
  - He wanted to say something more challenging
- “The stuff I was making was a lot weirder than Pixar or whatever might like to see”
- He made animations specifically to show in an art gallery or museum setting
- He loves the concept of the continuous loop

