

:: Skills + Software ::

- Extensive knowledge of VFX and Gaming pipelines
- 3DS Max
- Character/Creature Rigging
- Mechanical/Prop/Set Rigging
- Tools Programming (MAXScript, DotNet)
- Character studio/Biped, Havok Physics, Face FX, Perforce, DevTrack
- Particle Flow + Rayfire
- Scene Clean-up/Finalization
- Prop Modeling and Texturing

:: Experience ::

Apr.2011 - May.2012 **Big Huge Games** [Technical Artist/Character TD]

Kingdoms of Amalur: Reckoning (Xbox360, PS3, PC)

- Responsible for improving and maintaining the animation pipeline.
- Rigging and skinning for all characters, creatures and armor sets.
- Responsible for all physics assets set-ups. (Chains and Ragdolls)
- Responsible for FaceFX set-ups and maintenance.
- Responsible for creating tools in 3DS max to improve artist work-flow and expedite asset creation and exporting.

Aug.2008 - May.2010 **Red Rover Studios** [Lead Technical Director + VFX Artist]

- Responsible for the rigging and skinning of numerous characters and props for various 3D commercials, game trailers and prints as well as VFX work.
- Created various scripted tools to optimize the pipeline and help artists with their day to day tasks.
- Implemented joint based facial rig set-ups into the pipeline under the same tight schedules.

Oct.2010 - Nov.2010 **Tendrill Animation** [Contract Character TD]

- Rigging and skinning of several characters used to create a studio ID.

Jul.2008 - Aug.2008 **PEN Productions Inc.** [Contract Character TD]

- Rigging and skinning of characters in multiple productions.

:: Education ::

Sept.2007 - Aug.2008 **Humber College**

- Post-Graduate program, 3D for entertainment and gaming

Sept.2005 - Apr.2007 **Humber College**

- Diploma program, Multimedia 3D animation