

## Objective:

To continually improve my skills and to always learn new things.  
To make people laugh and gasp in wonder.

## Employment History:

Rhythm & Hues, Los Angeles, CA :: Tech Anim TD 12/08 - 11/09  
Cloth, hair, skin, and muscle simulation. Animation and geometry cleanup. Mentor other artists. Wrote scripts to streamline workflow.

Psyop, Venice, CA :: Rigger 11/08 - 12/08  
Rigging and weighting of insects, birds, and plants. Update rigs for new geometry and new animator control or deformation requests.

Wild Canary, Burbank, CA :: Lead Character TD 02/08 - 12/08  
Rigging, weighting, pipeline creation, scene setup, caching of dozens of characters and props for Mucinex commercials. Cloth and hair simulation. Updated rigs for new geometry and new animator control or deformation requests. Supervised five other junior artists for consistency of technique and naming. Wrote scripts to streamline workflow and transfer data from Maya to XSI.

Klasky-Csupo, Hollywood, CA :: Character TD 06/05 - 11/07  
Rigging, weighting, pipeline creation, scene setup, caching of dozens of characters and props for Mucinex, Campbell's soup, Keebler cookies, and Pepperidge Farm Goldfish commercials. Cloth and hair simulation. Updated rigs for new geometry and new animator control or deformation requests. Wrote scripts to streamline workflow.

RhinoFX, Manhattan, NY :: Animator/Tracker 10/04 - 11/04  
Rigging and weighting of insects and toothbrushes. Camera and object tracking and animation for Singulair and Oral B commercials.

Nickelodeon Digital, Manhattan, NY :: Project Lead 07/03 - 11/03  
Executed design sketches as a working 3d rig and then adapted and maintained rig for evolving client requirements and expectations. Built toon-rendered 3d props for a series of spots and then lip-synched and animated those spots. Supervised three other animators working on similar 5s, 10s and 30s spots.

Eyebeam Atelier, Brooklyn NY :: Animator 09/01 - 11/02  
Animation, Low-Rez Modelling, Particle Effects, some Compositing, and some Lighting for Film, NTSC, and PAL resolution projects for Eyebeam Artists-in-Residence such as Mariko Mori and Julia Loktev. Built MEL tools to assist in Rendering, Lip-Sync, and Animation. Character Animation, Modelling, Rigging, Texturing for a personal project. Assisted other artists with their own personal projects.

Curious Pictures, Manhattan NY :: Animator 02/00 - 03/00  
Secondary character animation on Kraft Macaroni and Cheese commercial. Pre-Visualization Tests on Kraft and RC Cola commercials. Miscellaneous modelling, texturing, and rendering.

## Software:

Rhythm & Hues Proprietary Software  
Alias Maya (v1 - 2009)  
Maya Live  
Syflex  
cMuscle  
Softimage | XSI  
Softimage | 3D  
Side-Effects Houdini  
Discrete 3D Studio MAX  
Adobe Suite  
NothingReal Shake  
Fractal Design Painter

## Programming:

MEL  
Python (Maya/XSI/Widnows integration)  
MayaPython  
wxPython  
Tkinter  
Python Imaging Library  
Image Magick  
C-Shell  
JavaScript  
RIB

## Educational History:

CG Intern 12/99 - 02/00  
Curious Pictures  
Manhattan, NY

B.F.A. Computer Art 05/99  
Savannah College of Art and Design  
Savannah, GA

## Popular Scripts: (avail on highend3d.com)

jpAnimWriter  
jpTranferAnim  
jpStretchyIK  
jpAddBlendController  
jpAutoClusterCurve  
Maya Collaboration Tool  
Mega-Rand  
jpOddSynch

## References:

Upon Request