

Professional Profile

Creative and dedicated artist with extensive experience in team building, working gracefully under pressure, and resourceful problem solving. Solid art foundation complimented by a range of animation and environment skills, both digital and traditional. High commitment to excellence and success.

Education

- **The Art Institute of Phoenix**, Phoenix, Arizona 2006-2008
Bachelor of Arts, Media Arts & Animation
- **Berea College**, Berea, Kentucky 1992-1996
Bachelor of Science, Business Administration

Industry Experience

- **Star Quest: The Odyssey** - Motion Picture Feb-2009 to Mar-2009
Animating and Visual Effects Supervisor
Assembled and oversaw the work of a team of animators and visual effects artists. Animated, lit, and composited multiple shots for a science fiction feature. Delivered all shots as requested by director ahead of deadline.
- **Mission Bell Studios** - Phoenix, Arizona Feb-2009 to Apr-2009
"The Dr. Lisa Show"
Production assistant, assistant to the director, and grip for studio and location shoots.

Internship

- **Martin Arts** - Seattle, Washington Aug-2008 to Oct-2008
"Battlelords of the Twenty-Third Century," RPG Video Game
Modeled and textured high, mid and low poly assets based on existing game lore and art. Rigged and animated 3D models for in-game animation.

Group Project

- "The Strange Creature" Sep-2007 to Mar-2008
Collaborated on story, background design, character design, rough animation, clean-up, editing, and sound design.
Best of the Art Institutes, SIGGRAPH 2008

Work Experience

- **THQ QA** - Phoenix, Arizona Jun-2009 to present
Quality Assurance Analyst
Test unreleased games for playability and smooth operation.
- **The Coffee Bean and Tea Leaf** - Glendale, Arizona Sep-2006 to Jun-2009
Shift Supervisor - Part-Time
Designed and created multiple promotional boards, developed line level employees into supervisory roles.
- **Rock Bottom Restaurants, Inc.** - Glendale, Arizona Nov-1999 to Apr-2006
Assistant General Manager/Manager
Inherited bar with low sales, high costs, and poor customer and staff satisfaction. Within six months, grew sales over 40% per week, decreased costs 4% below prior year and 4% more below budget, created high performing staff with raving fan customers.

Technical Skills

- **3ds Max** - Hard surface and organic modeling, rigging, texture, lighting, animation.
- **Maya** - Hard surface and organic modeling, rigging, texture, lighting, animation.
- **Photoshop** - Image manipulation, color correction, compositing.
- **Illustrator** - Design composition, vector artwork and text.
- **After Effects** - Compositing, animation, motion graphics, rendering.
- **Flash** - Animation, web design.
- **Office** - Word, Excel, PowerPoint.