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Objective:

Senior position as a 3D artist in Computer gaming Production Environment.

Summary of Strengths:

- Proficient with Maya.
- Application of many facets of programming and scripting for the customization and optimization of the gaming processes.
- Extensive experience with full range of image and design software.

Employment History:

Warner Brothers Games Montreal 2011 -Present

Senior Technical Artist,

- Provide support for Art staff.
- Profile and Finalize title for shipping.
- Implement outstanding features.

HB Studios 2008 -2011

Technical Artist, Central Art Team

- Provide support for Art staff and Animators.
- Research and implement technical solutions.
- Design and build custom tools for pipeline Art staff and Animators.
- Create production pipeline for Sculpting, Modeling and Shading.

Nelvana Animation (CORUS Entertainment) 1996- 2008

2002 - 2008

Modeler, 3D department

- The Backyardigans
- Care Bears: Big Wish Movie
- Handy Mandy
- Care Bears: Journey to Joke-a-Lot
- Rescue Heroes: The Movie
- Miss Spider's Sunny Patch Kids

2000 - 2002

Assembly technical director, 3D department

- Pecola
- Rolie Polie Olie: The Baby Bot Chase
- The Santa Claus Brothers
- Rolie Polie Olie: The Great Defender of Fun

1999 - 2000

Compositor, Digital Compositing department

- Pippi Longstocking
- Sam and Max

1996 – 1999

Color key Artist, Background Painting Department

- Flying Rhino Junior High
- Ned's Newt
- Stickin' Around
- Gargoyles: The Goliath Chronicles

Skill set:

- Software Experience: Maya, Zbrush, Mudbox, Photoshop, Illustrator, 3dsMax, Unity, UnrealED.
- Programming Experience: Python, MEL, PHP, SQL, CG, Lua, UNIX/Bash, C#, Perl, Java.
- Team player.
- Highly productive and efficient in achieving quality and time standards.

Education:

BSC, Computer Science - 2006-ongoing

University of Toronto, Toronto, Ontario

Diploma, Technical Illustration 1996

Sheridan College, Toronto Ontario

Certificate, Classical animation 1993

Ottawa School of Art, Ottawa Ontario