

Education :
BA COMPUTER ANIMATION
Miami International Fine Arts
Miami, Fl. 2001

Computer Programing
C++, Python
Mt. Hood Community College
Gresham, Oregon. 2003

Summary

A highly motivated artist who has built complex rigs and character simulations. On films: Wish, Black Adam, Superman v Batman, The Daily Mobster, Penguins of Madagascar, The Flash, Justice League, Aquaman, and Dark Phoenix. A strong understanding of anatomy, bones, and muscles, cloth/hair behavior, and comfortable in a scripted environment, for character rigging, and CFX. With a diligent technical mind to bring them to their full potential, over a wide range of projects.

CORE SKILLS

// PROFESSIONAL
Project Planning

Leadership

Time Management

Training Employees

Teamwork

Critical Thinking

Attentional Detail

Independent

//Computer

Maya

Houdini

3D Studio Max

Python

Me1

//SKILLS

Communication Skills

Character Kinematics

Cloth/Hair Rigs

Character Rigging

Tool Development

Leadership Abilities

Dynamics Particle Systems

Hair and Fur Simulations

Keen Eye For Detail

Problem Solving Skills

PROFESSIONAL EXPERIENCE

Character Rigger
The Daily Mobster –Kagel Canyon Ca. 2024-2025

- Worked with department heads to design and build sophisticated rigs using Maya. This included creating skeletons, high definition deformations, and control setups.
- Troubleshoot rigging issues and provide creative solutions to technical challenges that arose during production.
- Develop and maintain tools, scripts, and workflows to streamline the rigging and creature FX processes

Character CFX
Walt Disney Animation – Burbank Ca. 2003

- On the film Wish.
- Simulated garments and hair. Outfits with multiple layers of clothing, short and long hair.
- Fluffy skirts, jackets, capes and long flowing garments. through performing arts animation for Animated feature films.

Character CFX
Scanline VFX – Culver City Ca. 2022 - 2017

- On films: Justice League, Black Adam, Batman v Superman, The Flash, Aqua Man, Dark Phoenix.
- Responsible for setting up characters for cloth simulations.
- Simulating capes, jackets, cloaks and outfits and characters with long and short hair.
- Using proprietary and default maya simulation tools.

Character TD
Encore – Los Angeles Ca. 2017-2021

- Television episodic, Supergirl, The Flash, Titans, Batwoman.
- Responsible for setting up characters for cloth simulations for characters with long hair and short hair.
- Implement FX such as fur, feathers, scales, and skin simulations to enhance realism to achieve specific stylistic goals.

Character Rigger
Oben Burbank Ca. 2020

- Overseeing the character team, troubleshooting rigging issues and providing creative solutions to technical challenges that arose.
- Rigging virtual humans, cartoons, and manga avatars to be used in social media advertisements.

Character CFX
Blur Studios Culver City Ca. 2019

- On Modern Warfare game cinematics.
- Cloth simulation of characters with layered clothing jackets, kimonos, tassels, chains, and belts using Max cloth.

Character Rigger
3rd Floor Los Angeles Ca. 2018

- Design and implement advanced skeletal rigs, props, and vehicles to be used in game engine play.
- Test rigs and creature effects thoroughly to identify and fix : before handing off to animation.