

## Summary

I am a 3D character animator with professional experience working for multiple companies and clients on staff, on call, and on a freelance basis with success in animating characters, props, and effects for film, video, and software. I want to stay active in the industry and I am willing to relocate if needed. I also have skill in character rigging, character and prop modeling, surfacing, 2D animation, and story-board art.

## Education

Savannah College of Art and Design Atlanta, GA 1/13 – Present  
Candidate for Master of Fine Art: Animation

Savannah College of Art and Design Atlanta, GA 9/98 – 6/02  
Bachelor of Fine Art: Computer Animation

## Experience

Freelance Animator - Self Employed. Atlanta, GA 2/07 – Present

- Successfully created 2D and 3D character animation video and related assets for media production and software development companies utilizing Autodesk Maya, Adobe Creative Suite, and other software.
- Met directly with clients regarding freelance projects involving character animation and discussed pricing, scope, and completion time of proposed projects.
- Kept in constant contact with clients with updates, checkpoints, and benchmarks on all projects.

Animator - Spray N' Pray Studios. Atlanta, GA 7/14 – 2/15

- Successfully created dynamic animations for human and non-human characters and props for in-game, cut scene, and story events for Spray N' Pray Studios' *RAVEN: Episode 01 - Immolation* video game title.
- Applied key-frame animation to create unique, specific animations and layer over motion capture data.
- Created character rigs for humanoid and non human characters including a facial rig.
- Worked within a Maya to Unity 3D pipeline to develop animations state for characters within the game's state-flow.

3D Animator / Multimedia Artist – Intelligent Decision Systems, Inc., Pensacola, FL 3/08 – 4/12

- Animated character body movements, facial expressions, and camera movements in cinematic scenes in simulations and serious games.
- Assisted in the development of successful animation production pipelines using Autodesk Maya, Motionbuilder, Backburner, and Adobe After Effects.
- Maintained direct communication with supervisors, designers, developers, other animators, and artist.

## Projects

The Munchies; An animated short film created in the SCAD ANIM 737 OL Collaborative Project in the summer quarter of 2016 directed by Jon Farrell. I was the film's Technical Director, Character Rigger, and a Character Animator.

(<https://www.youtube.com/watch?v=Ifad2U8fLJs&feature=youtu.be>)

RAVEN -Episode 01: Immolation; A ScFi RPG developed in Unity 3D for the XBOX One, XBOX 360, and PC by Spray N' Pray Studios in 2014. (<https://www.facebook.com/spraynpraystudios>)

## References Available Upon Request

**Portfolio:** <http://www.pb3animation.com>