

## Professional Experience

### **Puppet Fabricator, Face Librarian**

*ShadowMachine* Sep 2020 - Apr 2022 (1 year 8 months)

- Building stand-in puppets for lighting/framing
- Designed an eye-rig for MacKinnon and Saunders
- Gathering, processing, and testing faces for shots.
- Problem solving and inventing to help animators to get specific performances.

### **Model Maker**

*HouseSpecial* Aug 2020 - Sep 2020 (2 months)

- Same as Laika, below.

### **Model Maker**

*LAIKA, LLC* Jun 2019 - Aug 2020 (1 year 3 months)

- Building mock-ups of props from design drawings.
- Using various hand tools and wood shop tools to build final props.
- Taking feedback and incorporating it into prop changes to meet art directors' needs.
- Preparing props for molding and casting, cleaning up casts, and reassembling duplicates.
- Making tools and jigs for consistent fabrication.

### **Animator**

*Ozwest Inc.* Apr 2018 - Jun 2019 (1 year 3 months)

- Animating shots and working with the editor to achieve the performance requested.
- Animating at least twelve seconds a day with multiple characters and props.
- Designing and building props and sets.
- Set Lighting and camera setup for each shot.
- Making tools for animating and fabrication.

### **Rapid Prototyping Fabricator**

*LAIKA, LLC* Jan 2013 - Mar 2018 (5 years 3 months)

- Preparing 3D printed parts for use in building puppet heads.
- Fine-tuning RP heads and faces for animation.
- Supporting animators to get puppets ready for specific actions.
- Animating tests for impacts, squash and stretch, and intersection with hands/objects.
- Inventing tools to solve problems, using molding and casting, laser cutting, sculpting, and modeling and printing.

## Education

The Art Institute of Portland - Bachelor of Arts in Media Arts and Animation

Graduated Dec 2011

Honors Society member

## Skills

### **Fabrication**

- Model Making
- 3D Printing
- 3D Modeling
- Wood Shop Tools
- Facial Animation Testing/Troubleshooting
- Laser Cutting/Engraving
- Armature Construction/Design
- Soldering - Silver and Brazing
- Rigging for Stop-Motion Puppets
- Mold Making, Casting (Resin, Bronze, Silicone, Latex)
- Sculpting
- Felting
- Flocking
- Hair and Fur Solutions for Puppets

### **Stop Motion Animation**

- Dragonframe • iStopMotion

### **Maya**

- Animation
- Modeling (Preparing for Rapid Prototyping)
- Texturing/Lighting

### **Adobe Creative Suite**

- Photoshop
- Illustrator
- InDesign
- Flash
- AfterEffects

## Awesomeness

Third degree black belt in Kiyo Ju Karate and Jujitsu and teacher of women's self-defense.