

Education

The Art Institute of Portland - Bachelor of Arts in Media Arts and Animation
Graduated Dec 2011
Honors Society member

Skills

Fabrication

- Rapid Prototyping - Working with 3d Printed Assets
- Facial Animation Testing/Troubleshooting
- Preparing Files for and Operating a Universal Laser Cutter
- Armature Construction/Design
- Soldering - Silver and Brazing
- Rigging for Stop-Motion Puppets
- Mold Making, Casting (Bronze, Silicone, Latex)
- Sculpting
- Felting
- Flocking
- Hair and Fur Solutions for Puppets

Stop Motion Animation

- Dragonframe • iStopMotion

After Effects

- Rig Removal • Color Keying
- Rotoscoping

Maya

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

Adobe Creative Suite

- Photoshop
 - Cleanup
 - Compositing
- Illustrator
 - Print Graphics
 - Illustration
- InDesign
- Flash
 - Asset Creation
 - Animation

Awesomeness

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

Professional Experience

Ozwest - Animator

Stop Motion Studio - Portland, OR

Responsibilities:

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

Laika - Rapid Prototype Fabricator

Stop Motion Studio - Hillsboro, OR

Responsibilities:

- 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.
- Work with the assistant directors to make sure each shot involving RP parts is as perfect as can be.
- Inventing tools to solve problems, using molding and casting, laser cutting, sculpting, and modeling and printing.

Bent Image Lab - Puppet Fabricator, Lead Rigger, Puppet Wrangler, Junior Animator

Stop Motion Studio - Portland, OR

Responsibilities:

- Hair and fur for various animal puppets.
- Puppet repair and running the Puppet Hospital.
- Animating shots and working with the director to achieve the performance requested.
- Catalogued puppets and kept a stage schedule for them.
- Rigging shots and managing the rigging department.
- Track reading.
- Prop creation and set dressing.

Starburns Industries - Animation Intern, Rigger, Puppet Wrangler

Stop Motion Studio - Burbank, CA

Responsibilities:

- NBC's "Community" - Abed's Uncontrollable Christmas
- Sculpted an animatable mountain and made many small props.
- Tracked and repaired puppets in the Puppet Hospital.
- Puppet Rigging.
- Animating several effects shots to the Director's specifications.
- Making armature pieces and animation tools.

April 2018 - Present

Jan 2013 - Mar 2018

Jul 2011 - Dec 2012

Oct 2010 - Nov 2010