

## SOFTWARE EXPERTISE

Adobe After Effects    Autodesk Maya    Adobe Illustrator    Terragen  
Adobe Photoshop    Mental Ray & Arnold    Curious Maps

## WORK EXPERIENCE

### **Freelance 2D/3D Animator** - (April 2016 to Present)

Artist and animator on several shows for Smithsonian Channel and Institute and short videos for the National Park Service.

### **Multimedia Specialist II** - *USRA/NASA Goddard Space Flight Center* (April 2014 to Present)

Animator at NASA GSFC's Conceptual Image Lab, creating 2D/3D animations for NASA missions and science paper releases as well as animations that visually describe current science and physics.

### **Lead 3D Artist** - *Pixeldust Studios* (August 2010 to April 2014)

Lead artist on animated work for broadcast television, commercials, documentaries and museum interactives. Responsible for developing the visual style and animation on projects while assisting other artists technically and aesthetically with their graphics. Clients include National Geographic, Discovery, History, and Smithsonian Channel, NOVA, and the National Air and Space Museum.

### **3D Animator** - *Grasshorse Studios* (February 2009 to June 2010)

Lead character animator, vfx artist and compositor for several commercials, web shorts, and independent films. Also performed color grading and developed storyboards for in-house projects.

### **Freelance 3D Animator** - *Booz Allen Hamilton* (April 2010 to May 2010)

Modeled, rigged, and animated a 3D character in Cinema 4D for a five minute lip-sync animation.

### **3D Animation Instructor** - *Hartford Animation Institute* (July 2007 to August 2007)

Taught the principles of animation and the basic workflow of Cinema 4D to students ages 8 to 12.

## EDUCATION

**Rochester Institute of Technology**  
Bachelor of Fine Arts in Animation, May 2008

## CONTACT

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