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Curriculum Vitae

08/19/2015

Feature Film

Ghost in the Shell – Concept Artist
(2014-2015, Dreamworks, Director: Rupert Sanders)

Dark Universe – Concept Artist
(2015, Universal, Art Director: Andrew Jones)

Teenage Mutant Ninja Turtles 2 – Concept Artist
(2014-2015, Bay Entertainment, Director: David Green)

Captain America: Winter Soldier – Concept Artist
(2014-2015, Marvel, Production Designer: Owen Patterson)

Replicas – Concept Artist
(2014, Locust, Director: Tanya Wexler)

The Jungle Book – Concept Artist
(2014, Disney, Production Designer: Christopher Glass)

Tinkerbell – Concept Artist
(2014, Digital Domain, Director: Aaron Schneider)

Lazarus (Spectral) – Concept Artist
(2013-2014, Legendary Pictures, Production Designer: Tom Meyer)

Fast & Furious 7 – Concept Artist
(2014, Universal, Production Designer: Bill Brzeski)

The Lego Movie – Concept Artist
(2013, Warner Bros.)

Iron Man 3 – Concept Artist
(2011-2012, Marvel, Production Designer: Bill Brzeski)

Hangover 3 – Concept Artist
(2012, Warner Bros., Production Designer: Maher Ahmad)

The Internship – Concept Artist
(2012, 20th Century Fox, Production Designer: Tom Meyer)

Fantastic Voyage – Concept Artist
(2011, 20th Century Fox, Production Designer: Tom Meyer)

Deadpool – Presentation Artwork
(2011, 20th Century Fox, Director Brian Smrz)

47 Ronin – Concept Artist
(2010, Universal Studios, Production Designer: Jan Roelfs, Director: Carl Rinsch)

Journey 2: Mysterious Island – Concept Artist
(2010, Warner Bros., Production Designer: Bill Boes)

Rock of Ages – Concept Artist
(2010, New Line, Production Designer: Devorah Herbert)

Real Steel – Concept Artist
(2009-2010, Dreamworks II, Production Designer: Tom Meyer)

Suckerpunch – Previz Supervisor
(2009, Warner Bros., Prime Focus VFX)

Avatar – Digital Matte Artist
 (2009, 20th Century Fox, Prime Focus VFX)
Twilight: New Moon – Matte Artist
 (2009, Summit Entertainment, Prime Focus VFX)
Jonah Hex – Concept Artist / Storyboard Paint supervisor
 (2009, Warner Bros., Director: Jimmy Hayward)
Rio – Lead Animatics Artist
 (2008, 20th Century Fox, Director: Carlos Saldhana)
Ice Age 3: Dawn of the Dinosaur – Lead Animatics Artist
 (2007, 20th Century Fox, Director: Carlos Saldhana)
Leafmen – Lead Animatics Artist
 (2007, 20th Century Fox, Director: Chris Wedge)
Will Eisner's The Spirit – Digital Matte Artist
 (2007, Lionsgate, Look Effects Hollywood)
Horton Hears a Who! - Lead Animatics Artist
 (2006, 20th Century Fox, Director: Jimmy Hayward)
Eragon – Digital Matte Artist
 (2006, 20th Century Fox, Svengali FX)
The Forbidden Kingdom – Digital Matte Artist
 (2006, Lionsgate, Svengali FX)
Fantastic Four: Rise of the Silver Surfer – VFX concept artist
 (2006, 20th Century Fox, Svengali FX)
Ice Age 2: the Meltdown – Animatics Artist
 (2006, 20th Century Fox, Director: Carlos Saldhana)
Stay – Digital Matte Artist
 (2005, 20th Century Fox, R!ot Pictures)
The Adventures of Sharkboy and Lava Girl – Concept Artist / Character Animator
 (2005, Troublemaker Studios, R!ot Pictures)
XXX: State of the Union – Digital Composer
 (2005, Sony Pictures Entertainment, R!ot Pictures)
Team America: World Police – Digital Composer
 (2004, Paramount, R!ot Pictures)
Sky Captain and the World of Tomorrow – Digital Matte Artist
 (2003, Paramount Pictures, R!ot Pictures)

Episodic Television

The Visitors – Concept Artist
 (2014, ABC, Director: Mark Romanek)
Cosmos: A Space-Time Odyssey – Storyboard Artist
 (2013, FOX)
Life on Mars – Digital Matte Artist
 (2008, ABC, Look Effects Hollywood)
Life After People – Digital Matte Artist
 (2008, History Channel, Look Effects Hollywood)
Biblical Mysteries Explained – Digital Matte Artist
 (2008, History Channel, Look Effects Hollywood)
Pushing Daisies – Digital Matte Artist
 (2007, ABC, Look Effects Hollywood)
Empire – Digital Matte Artist
 (2005, ABC, R!ot Pictures)

Commercials

Lexus – Concept Artist
(2014, Director: Adam Berg)
Infiniti: Life Factory – Concept Artist
(2013, Production Designer: Christopher Glass)
Adidas: Blow Up – Concept Artist
(2012, Production Designer: Jeffrey Higinbotham)
Rolex: Legacy – Concept Artist
(2012, Production Designer: Christopher Glass)
Sabra Hummus – Concept Artist
(2012, Suneeva)
McDonald's: Hi-Tech Friends – Digital Matte Artist
(2007, Hornet Inc.)
Barbie: Fairytopia – Character Designer / Animator
(2004, Oglivy & Mather, R!ot Pictures)
Nissan Murano – Digital Matte Artist
(2004, R!ot Pictures)

Music Video

Atomic Tom: Red Light Warning Sign – Production Designer / VFX Supervisor
(2011, Universal Republic Records, Director: Ben Espiritu / Marcin Stawaz)

Animation Visual Development

Disney TV – Concept Artist for an unreleased TV series
(2004, Director: Dan Bransfield)
3D Mickey – Concept Artist
(2004, Buttocks Inc., Director: Jimmy Hayward)
Untitled MTV Animated Project – Animator / Modeler
(2002, Buttocks Inc., Director: Jimmy Hayward)

Print Publications

The Royal Waker-Upper – Illustrator
(2003, Island Heritage Publishing, written by Elaine Masters)

Skills

- Industrial design drawing
- Concept Illustration and Feature Film design
- Photorealistic Matte Painting
- Virtual Environments
- Storyboard Animatics
- Character design (human anatomy)
- Feature film 3D previsualization and previsualization supervision
- Software skills include: Autodesk Maya, Zbrush, Sketchup Pro, AutoCad, Autodesk Mudbox, Avid Media Composer, Premier Pro CS6, Photoshop CS6, Sketchbook Pro, Shake, After Effects CS6, Autodesk Toxik, Boujou, Combustion, Matchmover, and Excel
- Cinematic Storytelling

- Strong Understanding of Academy 35mm Optics and Lenses

Education

1998-2002, Bachelor of Fine Arts in Illustration/Animation/Film, Academy of Art College, San Francisco, CA

Affiliations

Local 800 Art Directors Guild, IMA Senior Illustrator