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Education

Art Center Graduate – BFA in Illustration. Studies include also Film, Transportation and Product Design.

2009-2010- “Battleship”

Storyboards.

2009- “The Thing”

Storyboards.

2009- David Fincher Film

“The Social Network”

Storyboards.

2009- “20000 Leagues: Captain Nemo”

Storyboards.

2009- “Battle: Los Angeles”

Storyboards.

2009- “Thunder Road”

Storyboards.

2009- “Tron 2”

Storyboards.

2008- Faye Dunaway “Master Class”

Storyboards.

David Fincher “Nike” commercial

Storyboards.

“Tron Legacy” film

Storyboards.

2007- JJ Abrams “Star Trek”

Storyboards.

2006 David Fincher Film

“The Curious Case of Benjamin Button”

Concept illustrations and storyboards.

2006- David Fincher Orville Commercial

Storyboards.

2006 “Alien vs Predator 2” Film
Directors Greg and Colin Strause
Storyboards.

2006 Oxford University Press
Book illustrations for “This Rough Magic”.

2006 “Fantastic Four II” Film
Director Tim Story
Concept Art.

2006 “Flying the Scoop” Film
Storyboards.

2006 Digital Domain- Nintendo Commercial
Storyboards.

2006 Digital Domain- Nike Commercial
Storyboards.

2005 RDA-New York Sony HD-Camera
Campaign Brochure illustrations

2005 BBH-New York Levi’s Commercial
Storyboards

2005 Frank Miller’s “300” Film
Director Zack Snyder
Storyboards.

2005 Oxford University Press
Book illustrations for “I Robot” OUP re-release.

2005 David Fincher “Zodiac” Film
Storyboards and illustrations.

2005 David Fincher Motorola Commercial
Storyboards.

2005 Digital Domain-180Amsterdam Dunlop Commercial
Concept art and storyboards.

2004 Gary Oldman British TV Spot
Storyboards.

2004 David Fincher Heineken Commercial
Storyboards.

2004 David Fincher Burj Dubai Commercial
Storyboards.

2004 David Fincher Video Game

Concept art for game in development.

2004 David Fincher SUV Commercial

Character Designs for Director David Fincher's SUV safety campaign.

2004 "Numbers" Film

Illustrations for the series pilot produced by Ridley and Tony Scott.

2004 Stan Winston Studio

Key frames for 'Deaths of Ian' film.

2004 Sony Computer Entertainment

Character designs for 'The Con' Sony Playstation game.

2003 "Alien vs Predator" Film

Concept designs and storyboards for the Alien vs Predator film.

2002-2003 "The Mercenary" Film

Concept art and storyboards for the film based on Randall Wallace's "Love and Honor" novel.

2002 "Northfork" Film

Directors Mark and Michael Polish

Concept art.

2002 "Live From Baghdad" HBO movie

Keyframes for the film.

2002-2002 Killer Game/Sony Computer Entertainment

Concept designs for Playstation2 "ExtremeX2O" JetSki racing game.

2002 Electronic Arts, Redwoods, CA

Character Designs for "Slipshod" video game character.

1998-2001 Wildstorm Productions/DC Comics, New York

Entire artwork (pencil&ink) for the "Gen 13" "Wired" comic book.

1998 Universal Studios, Florida

Freelance illustration for Spiderman/Dodge Viper ride

1997-1998 image (To Cow Productions), Los Angeles, CA

Entire artwork on the "Tales of the Witchblade # 5" book.

1995-1996 HBO, Century City, CA

Work for Todd McFarlane's "Spawn" animated series, doing main background design.

1993-1997 Image (Wildstorm Productions), San Diego, CA

Co-created the character and designed all artwork on the "Brass" mini-series.

Marvel-Image "Deathblow-Wolverine" crossover graphic novel.

Work on "Wildcats", "Stormwatch", "Divine Right" and "Savage Dragon" titles.

1992-1993 Marvel Comics, New York.

Artwork on "Uncanny X-Men # 303" (pencil&ink), "X-Men #27" (pencils), "Survival Guide to the X-Men Mansion" (Concept art), "X-Force #24" (inks), "Wolverine # 70,71" (inks).

1990-1993 Neal Adams Continuity Studios, New York.

Work with Neal Adams on the "CyberRad" series for first 12 issues doing pencils and inks.

Awards 1997 Eisner Award Nomination, San Diego, CA.

"Best Art Team" nomination for the "Deathblow-Wolverine" mini-series at the San Diego International Comic Con.

Exhibitions 2005 Society of Illustrators New York City.

Storyboard and Concept art group show.

References available upon request.