

Professional Qualifications

- Years of intense deadline driven film and television experience.
- Diverse 2D and 3D generalist skill set. With a background in a wide range of analog and traditional art forms.
- Strong knowledge and experience with all aspects of filmmaking and production.
- Member of The Art Directors Guild IATSE Local 800 since 2008.

Generalist Skill Set

- Title Sequence Design & Animation
- Show Package Graphics
- Style Frames
- Compositing & Roto
- Hard Surface & Organic 3D Modeling
- Rigging & Animation
- Lighting & Rendering
- Color Grading and Finishing
- Stop-Motion Animation
- Previz
- Photogrammetry
- Tracking & Matchmoving

Software Tools of Choice

- After Effects ■ Photoshop ■ Illustrator ■ Blender ■ Zbrush ■ Substance ■ Resolve/Fusion

Film and Television Credit Highlights

"Star Trek: Section 31" (2024) Lead Animator and Compositor: Picturemill	Animated composited and finished Prologue Sequence/Main Title and all other graphic elements like Locators and Mains on End Sequence.
"Transformers One" Paramount (2024) Lead 3D Animator: Picturemill	Created a node-based procedural animation system and strategy for transforming 35 credits efficiently. Then worked with our Maya team to develop a pipeline for shading and rendering.
"IF" Paramount (2024) Lead Animator/Compositor: Picturemill	Paramount Logo: Using hand painted artwork generated by our Creative Director, I built out a 3D world to match the style. Animated, rendered, composited, and finished the final piece.
"Knuckles" Paramount+ (2024) Lead 3D Animator/Lead Compositor: Picturemill	Main Title Sequence: Responsible for all 3D modeling, animation, and rendering. Established a compositing pipeline, provided templates & worked with other artists to ensure continuity.
"Godzilla x Kong: New Empire" Legendary (2024) Lead 3D Animator/Compositor: Picturemill	Title Sequence: Designed news background, animated, graded and finished several shots of 3D broadcast monitors and the holographic Earth.
"Madame Web" Sony (2024) Lead Animator/Compositor: Picturemill	Main Title/Main on Ends Sequence: Animated, composited, graded and finished sequence using film footage, elements from our live-action-shoot and CG webs from our Maya animator.
"Blue Beetle" Warner Bros. (2023) Lead Animator: Picturemill	Title Sequence: Designed animation for credits. Animated and composited several shots including 3D vector graphics and vintage film newspapers. Cleo Bronze Award Winner.
"Walking Dead: Dead City" AMC (2023) Lead 3D Animator/Compositor: Picturemill	Main Title Sequence: Constructed, animated, rendered, composited, graded and finished all 3D shots, totaling more than two thirds of the entire sequence. GEMA Nominated.
"The Fall Guy" (2024) Compositor: Picturemill	Cologne Billboard Ads: Starting with a rough low-resolution draft from another artist, I upscaled, polished, refined, graded, and finished the final pieces.
"The Flash" Warner Bros. (2023) Lead Animator: Picturemill	Animated Main Title.
"Renfield" (2023) Lead Animator/Compositor: Picturemill	Main Title, End Crawl, Subtitles: All compositing, animation and grading. Featuring a lot of vintage film treatment and simulated optical effects.
"Love and Death" HBO (2023) Lead 3D Animator: Picturemill	Main Title Sequence: Animated, rendered, graded and finished all of the 3D rendered scenes of Simulated Timelapse photography.
"Day Shift" NetFlix (2022) Lead 2D/3D Animator/Compositor: Picturemill	In addition to animating the main title and the entire main on ends title sequence I also contributed to the design of both.
"Conan" TBS (2016-2021) Motion Graphic and VFX Generalist	Show Package animation, compositing, 2D/3D VFX for comedy sketches and even design for print and props.