

Key Qualifications

- Animation leader with a decade of experience in AAA game development, specializing in motion capture, cinematic storytelling, and team mentorship to deliver groundbreaking player experiences.
- Expert in motion-capture animation processes, including planning, performer direction, and data clean-up, ensuring
 exceptional animation quality from start to finish.
- Unique career experience for FPS Games as individual contributor in all animation sub-disciplines (Narrative, AI, and Viewmodel) on large franchise.
- Demonstrated history of Animation leadership on multiple high-profile projects recognized as finalists in the BAFTA Outstanding Animation category.
- Mastery of Studio Max, Maya, and Motionbuilder content-authoring pipelines, delivering cutting-edge animation across a variety of platforms.
- Proven production-sense and a knack for resolving complex technical issues, ensuring seamless workflow and on-time delivery.
- Self-motivated problem-solver eager to tackle any challenge, with a sharp eye for identifying and resolving roadblocks before they become headaches.
- Comfortable adapting animation styles and techniques to diverse genres, ensuring creative flexibility for various game types.
- Deep passion for team development and building strong collaborations, nurturing a positive and productive work environment
- Seasoned manager of outsourcer-based pipelines for varying size projects, ensuring consistent quality and timely delivery.

Work History

Mar. 2020 – Current HIGH MOON STUDIOS Lead Animator

- Directed a team of up to 11 animators, delivering polished assets for AAA titles that achieved critical acclaim and commercial success.
- Served as the creative vision-holder for the department, defining the quality standards for all animation assets and guiding
 early creative ideation across a spectrum of work, from intricate narrative cinematic sequences to nuanced gameplay
 moments.
- Collaborated with the executive leadership team, other departmental leads, and production partners to ensure that deadlines were met while pushing for higher-fidelity animation assets for large-scale global projects.
- Championed individual development and career growth for team members, fostered a culture of growth by mentoring junior animators, several of whom advanced to senior roles, and championed knowledge-sharing initiatives.
- Built strong positive relationships with partner studios, ensuring game-wide quality targets were achieved, identifying areas for improvement, and working collaboratively to address them.
- Thrived in a fast-paced, high-pressure environment, juggling multiple projects simultaneously while maintaining a high-level of quality, resulting in the successful launch of multiple titles.
- Defined scope of departmental work on projects to ensure projects could be completedly within development timelines to high-degree of polish.
- Facilicated knowledge-sharing on animation pipelines across organizations frequently that allowed internal and external departments to share vital information and best practices for dealing with technical complexities of engine limitations.

Dec. 2016 – Mar. 2020 TREYARCH Senior Al Animator

- Completed vignettes and archetype animations using mocap and hand-key animation techniques.
- Conceptualized and designed exciting boss encounters, including at the time some of the Zombies franchise's largest and most technically demanding.
- Authored a technical manual to align partner studios on best practices in various key internal tools.
- Developed materials to onboard external production teams and internal new hires.



May 2016 - Dec. 2016 **INFINITY WARD** Viewmodel Animator

- Contracted to complete animations within an aggressive development schedule.
- Crafted high-fidelity weapon and cinematic animations under tight deadlines.

June 2011 - Mar. 2016 **PETROGLYPH GAMES** Senior Animator

- Defined animation pipeline and style for multiple projects in coordination with Art Director.
- Singular Animator for multiple shipped RTS titles crafting all required assets.
- Developed a basic state machine system with programming staff.
- Created a Studio Max to Unity pipeline for an internal mobile project with high animation sharing.

Jan. 2009 - June 2011 **ZENIMAX ONLINE STUDIOS** Animator

- Produced animation assets for Elder Scrolls Online MMORPG.
- Animated various animals and insects for in-game NPCs.

Project History

(In Order of Recent To Oldest)

Call of Duty: Black Ops 7 Call of Duty: Black Ops 6

Call of Duty: Modern Warfare 3 Call of Duty: Modern Warfare 2

Call of Duty: Vanguard

Call of Duty: Black Ops Cold War Call of Duty: Black Ops 4 DLC Call of Duty: Black Ops 4

Call of Duty: Infinite Warfare DLC Call of Duty: Infinite Warfare

Battle Battalions 8-Bit Armies Grev Goo **End Of Nations Elder Scrolls Online Dungeon Runners**

Education

Animation Mentor

Advanced Character Animation July 2006 - Dec. 2007

Art Institute of Los Angeles

Game Art & Design \ Media Arts & Animation

Sept. 2002 - June 2006