
Software Skills

After Effects	Illustrator	Toon Boom Harmony
Animate (Flash)	Premiere	Toon Boom Storyboard Pro
Photoshop	Audition	Clip Studio Paint EX

Technical Skills

Traditional 2d Animation	Motion Graphics	Character Design
2d Puppet Animation	Compositing	Video Editing
2d Rigging	Storyboarding	Audio Editing

Selected Works

PlotQuest (web series) | Producer, Animator | Popcorn Sundae Animation| 2020

- Awarded Fellowship from the Regional Arts Commission of St. Louis to develop an interactive animated series.
- Project featured in the Regional Arts Commission’s ARTrepreneures Exhibition

Rock Star (music video) | Animation Director | 2018

- Design, animate, and composite 2d animated characters into live-action footage to create a “Who Framed Roger Rabbit” effect.

Freddy FazBear’s Pizzeria Simulator (video game) | Intro and Ending Illustrations | Scottgames | 2017

- Designed and executed illustrations in two unique styles for the intro and ending sequences.

Five Nights at Freddy’s: Sister Location (video game) | Animator | Scottgames | 2016

- Produced over 3.5 minutes of traditional character animation, from concept art to final lip-sync and color, in 15 days for “The Immortal and the Restless” interstitials.

The Three Artists (short film) | Director, Animator | Senior Film | 2008

- Screened at the 2008 Cannes International Film Festival in the American Pavilion
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Experience

Freelance Animation & Motion Graphics Artist | Nekomatic | 2008 to Present | Remote work

- Proven track-record of remote work, delivering high-quality animation, illustration, and motion graphics solutions for clients located across the world from Hyderabad, India to Hollywood, CA.
- Execute all aspects of production from initial concept to completion for clients of all sizes.
- Successfully manage multiple projects simultaneously in fast-paced production environments, delivering high-quality results on time.

Assistant Professor, Animation | St. Louis Community College | Jan. 2012 to Present | Ferguson, MO

- Head of the Graphic Communications degree program and acting head of the Photography degree program.
 - Teach intro and advanced courses in animation and digital art using Adobe and Toon Boom products.
 - Mentored students in successful film projects, acting as primary interface between professional clients & students.
 - Troubleshoot animation software and provide detailed instructions to IT department for implementation.
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Education

Master of Fine Art, Animation degree candidate | Savannah College of Art and Design

eLearning | Anticipated graduation: Fall 2021 | GPA 4.0

Bachelor of Art, Film & Video (Animation) | Columbia College Chicago | 2008

Chicago, IL | Graduated with Honors | GPA 3.8