



Skill Set

- Effective team management and inter-department communication
- Create movie-quality, complex character/animal/mechanical rigs for Film & TV
- Design, create, test, and maintain character rigs/skinning/deformations
- Develop/Code character setup scripts and other supporting tools
- Create secondary dynamics motions
- Strong knowledge of human and animal physiology

Work Experience

HEAD OF RIGGING

Jan 2016 – Present

Encore VFX

TV: *Doom Patrol*

TV: *Titans*

TV: *The Flash*

TV: *Supergirl*

TV: *Legends of Tomorrow*

TV: *Black Lightning*

TV: *Riverdale*

TV: *MacGyver*

- Managing the rigging department including project assignments, quality control, and mentoring riggers on the pipeline and best-practice techniques
- Scripting advance character setup tools to upgrade the preexisting process and rigs
- Building and supporting rigs for a variety of characters, vehicles, aliens, and animals, for crowd simulation software and TV episodes
- Constantly interfacing with show supervisors, modeling and animation departments to fulfill request, meet demands and troubleshoot pipeline errors
- Documenting manuals for proper pipeline procedures to standardize the process in all department

RIGGING LEAD

Feb 2013 – Oct 2015

Prologue Pictures

Client: Bungie Inc.

Project: High-End Game Cinematic for *DESTINY*

- Create, adapt, and support rigs and skinning for high-rez humanoid, alien, mechanical, vehicle assets
- Create MOCAP rigs and script tools to integrate animation onto high-rez rigs
- Add secondary animation through nCloth and dynamics
- Script tools for animators including character GUIs, MOCAP animation transfer, resolution baking, etc
- Script environmental population and set dressing tools
- Collaborate with pipeline, modelers, and animators to meet technical and artistic needs

PREVIZ ARTIST

Jan 2013 – Feb 2013

Luma Pictures

TV: *Agents of SHIELD*

- Modeled and rigged digital characters to match actors' likeness
- Create virtual sets and FX to match practical set blueprints
- Adapted script for a virtual portrayal through animating characters and camera



Work Experience Cont...

FREELANCE CHARACTER SETUP / RIGGER Mar 2013 – May 2013

Super 78

Dreamworks Theme Park Fabrications

- Rigged all DreamWorks' Madagascar primary and secondary characters for posing

FREELANCE CHARACTER SETUP / RIGGER May 2012 – Jan 2013

XY3 Studios

Rigging DVD Educational Series

- Develop curriculum for instructional 3-Disk set Rigging DVD
- Teach and implement concepts of efficient rigging methods

CHARACTER SETUP / RIGGER Mar 2012 – May 2012

Stargate Studios

TV Pilot: *ABCs Beauty and the Beast*

- Rigged/skinned all quadruped creatures
- Created and simulated creature effects including muscle mass, slobber, and armor
- Develop automated character setup scripts
- Generated crowd characters and simulate crowd movement

FINAL LAYOUT ARTIST June 2010 – May 2011

DreamWorks Animation

Short Film: *How to Train Your Dragon: Legend of the Boneknapper*

TV: *How to Hatch Your Dragon Holiday Special*

TV: *Monsters vs Aliens: Night of the Living Carrots*

CHARACTER TECHNICAL DIRECTOR Dec 2007 - May 2010

DreamWorks Animation

Film: *Kung Fu Panda II*

Film: *How to Train Your Dragon*

TV: *Kung Fu Panda Holiday Special*

TV: *Madagascar Valentines Special*

3D ARTIST / RIGGER Aug 2006 – Sept 2007

Sprite Animation Studios

Film: *Undisclosed Disney Animated Movie*

Film: *Gon*

3D ARTIST / RIGGER / PREVIZ Nov 2005 - Aug 2006

Reality Check Studios

Film: *Journey to the Center of the Earth*

Film: *Messengers*

Clients: Toyota, Target, DTV, Mojave Las Vegas Museum, etc.

TECHNICAL ANIMATOR Mar 2005 - Oct 2005

Rhythm & Hues Studios

Film: *The Chronicles of Narnia: The Lion, The Witch, and The Wardrobe*

Education

B.F.A. in Animation – Brigham Young University, Provo, Utah