

JOB EXPERIENCE

LOOK DEVELOPMENT ARTIST: *Disney Animation Studio*, Burbank CA (March 09 - Present)

- Works with art directors and look supervisors to create final looks and materials for 3D characters and environments to be used in production: "Rapunzel"
- Textured 3-D environment for "Prep and Landing" on-line short
- Created and modified existing shader parameters, painted, and applied textures and hair to accomplish the art direction goals for characters, environments and props: "Tick Tock"
- Contributed to the Eye Initiative and the "King of the Elves" tests

PRODUCER | DESIGNER: *Company Wide Shut*, Los Angeles, CA (Oct 05 - April 07)

- DVD interface design and internationalization design
- Managed and developed project objectives, schedules, assets, QC and delivery
- Company website, client development site, and FTP management

EXECUTIVE ASSISTANT Temp: 20th Century FOX, Los Angeles, CA (July – Oct 05)

- Temp. Executive assistant to a number of top executives including: Director, FOX Searchlight - President, FOX Mobil - CFO, 20th Century FOX

GALLERY MANAGER: Koplín Del Rio Gallery, W. Hollywood, CA (March 03 - June 05)

- In-house design; magazine layouts, written press releases, and show card graphics
- Redesigned and maintained company and artists website
- Shipped and received art, inventory management, preparing and hanging installations
- Office administration, trained interns, sales, phone and client etiquette

VOLUNTEER WORK

UNITED DIVAS 501-C3: Original Co-founder / Curator | uniteddivas.com (2001 - 2006)

EDUCATION

GNOMON SCHOOL OF VISUAL EFFECTS: High - End CG Certificate and IPAX Certification: 2008
3.865 GPA

- **Activities:**
PRODUCER | *Gnomon, VES Conference Bumper Credits* (May - June 07)
- **Coursework:** High-End CG Certificate Curriculum with a focus on lighting and rendering
 - Photo Real Rendering and Look Development – advanced shading, lighting and rendering
 - Creature/Character Creation – Advanced Maya, Zbrush for high-res character rendering
 - Color Theory – linear work-flow and gamma correction
 - Pipeline Management – Pipeline design theory, Linux/Unix shell, render queues
 - Intro to Mel and RenderMan

OTIS COLLEGE OF ART & DESIGN: BFA : Fine Arts, Environmental, Digital Media: 2002

PORTFOLIO SCHOLARSHIP RECIPIENT - Graduated 2002 - Deans List Honoree 1999 - 2002

SKILLS

- **Proficient in:** Linux, Maya, Disney's RenderMan based proprietary software and pipelines, expression based multi-layer shaders, Mental Ray, Zbrush, Headus UV, BodyPaint, Photoshop, Shake, After Effects, Final Cut Pro
- **Basic Knowledge of:** MEL, Python, RenderMan Slim, Pipeline Management, Houdini, Boujou
- Experience working effectively with a team in a dynamic, multi-tasking environment
- Creativity, resourcefulness, a great attitude and work ethic, and most importantly, reliability