

SUMMARY

I've been a part of telling stories for nearly thirty years having worked in visual effects and character animation for both features and television for studios like Disney, Weta, Sony, and Digital Domain. In animation and pre-visualization. I have both conceptualized and realized characters and creatures performing as they could only do in our imagination.

Animation reels available at <http://www.flipandroll.com>

EDUCATION

1993

The North Carolina School of Communication Arts
Raleigh, NC

Graduate in Computer Art & Animation

2012

iAnimate
Online

Character Animation

2013

Animation Mentor
Online

Creature Animation

2023

Animation Mentor
Online

Game Animation

2023

AnimSchool
Online

Character Artist

SKILLS

Maya

Character Animation

Creature Animation

VFX Animation

ZBrush

Modeling

Rigging

Leadership

CONTACT

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PROFESSIONAL EXPERIENCE

MAR 2023–DEC 2023

Lead Animator

Spacez, Remote

- Lead the animation for unannounced video game title launch trailer.
- Animation of camera, vehicles and characters
- Setup HIK for motion capture ingest and transfer to animation rigs in Maya
- Cleanup and enhanced motion capture data

SEP 2021 – MAR 2023

Sr. / Lead Animator

FuseFX, Los Angeles, CA

- Animation of creatures, characters, and vehicles for live action film and television visual effects and theme park attractions. Created pre-visualization animation of cameras and staging for multiple projects
- Lead a team of animators for the realization of the Reindeer for Disney's The Santa Clauses. Creating running and flight cycle libraries for each reindeer in the group.
- Projects include Knock at the Cabin Door, The Orville, The Santa Clauses, 911 Lone Star, The Shinning Vale, After Party, and Loki
- Translated the company rebrand into an animated 3D bumper using MASH networks in Maya

FEB 2021 – JUN 2021

Sr. Animator

Encore, Los Angeles, CA

- Animation of creatures, characters, and vehicles for live action film and television visual effects.
- Projects include Supergirl, The Flash, Doom Patrol

AUG 2020 –DEC 2020

Pre-Visualization Lead / Sr. Finals Animator

Nexodus, Remote

- Lead a team of animators in the pre-visualization of the ARK II cinematic launch trailer.
- Remotely oversaw the capture of motion capture performance artists for the shots
- Finals animation of characters and creatures
- Cleanup and enhanced motion capture

PROFESSIONAL EXPERIENCE

MAR 2020-MAY 2020

Animator / Shot Creator

Day For Nite, Los Angeles, CA

- Animation of cameras and characters for the pre-visualization of the live action film Black Adam.

AUG 2019 – FEB 2020

Shot Creator

The Third Floor, Los Angeles, CA

- Animation of cameras and characters for the pre-visualization of the live action films Dr. Strange and the Multiverse of Madness, and Red Notice.

NOV 2018 – JUL 2019

Animator

Moondog Animation, Charleston, SC

- Animation of the Apollo rocket assembly and launch as an installation for the NASA visitor center in Florida celebrating the anniversary of the launch of the lunar missions.

APR 2018 – JUN 2018

Animator

Rainmaker, Vancouver, BC, Canada

- Character animation for the Barbie series.

AUG 2017 – MAR 2018

Animator

Digital Domain, Vancouver, BC, Canada

- Animation of Thanos and his army for the live action Marvel film Infinity War
- Animation of vehicles for the live action Marvel film Thor: Ragnarok
- Animation of props and digital doubles for the live action film Shadow by Zhang Yimou

MAY 2017 – AUG 2017

Shot Creator

The Third Floor, Vancouver, BC, Canada

- Animation of cameras and characters for the pre-visualization of the live action film Skyscraper on location.

FEB 2017 –MAY 2017

Animator

Sony Imageworks, Vancouver, BC, Canada

- Animation of characters for the feature film Emoji Movie.

FEB 2016 – FEB 2017

Animator

Nitrogen, Vancouver, BC, Canada

- Animation of characters for the feature film Sausage Party.