

Character Setup Artist

Work History

Black Point Studios 2007-Present

Character Setup Artist

Responsible for creating character rigs in Maya, including animation controls, character deformation, and dynamics. Rigs worked with motion capture and hand keyed animation. Also responsible for MEL scripting various tools for use in the production pipeline. Scripts increased productivity for multiple departments, including rigging, animation, and modeling.

Freelance Design

Site Designer 1999-Present

Designed and coded web pages for several small businesses. Created logos and photographed products.

Character Setup Artist 2008-Present

Designed and implemented character rigs, including blendshapes, custom controls, and scripts.

Zoomedia 2006-2007

Associate Producer

Produced high resolution 3D art for web sites, printed marketing materials, and tradeshow displays. Work included modeling, lighting, texturing, rigging, and rendering.

Managed projects from start to completion, including schedule, resource, and budget management. Played a key role on numerous projects concurrently, including project coordination, advertising traffic management, HTML coding, and client support.

Spree.com Corporation 1998-2001

Senior Site Designer

Designed web pages, HTML email, and banners. Also created and maintained style guides for multiple sites, managed banner ad campaigns, and hand coded HTML.

Key Accomplishments

- Increased customer satisfaction by improving existing site design. This included UI and technical improvements to make sites more user friendly and efficient.
- Increased productivity across three departments by playing a key role in streamlining weekly site update processes.

Lycoming College 1996-1998

Web Designer

Designed web pages and hand coded HTML on a UNIX system.

Education

Graduate

Academy of Art University
MFA, 2006
Computer Arts: 3D Animation
Concentration: Rigging
GPA: 3.1

Undergraduate

Lycoming College
BA, May 1998
Studio Art
Concentration: Commercial Design
GPA: 3.2, GPA in Major: 3.5

Technology Skills

Maya
MEL Scripting
3D Studio Max
UNIX

Adobe Photoshop / ImageReady
Adobe After Effects
Adobe Premiere
Adobe Illustrator

MS Project / Office
HTML / CSS
Windows / DOS
MacOS