

professional experience

March 2011 to March 2012

Assistant Systems Technician - WHISKYTREE, INC.

- Providing software installation and upgrades.
- Managing operation of the server room and render machines.
- Documenting and updating technical specifications for studio wiki.
- Troubleshooting software and artist related issues.
- Maintaining and managing render farm and wrangling renders to completion.
- Operating service and repair of all company machinery.
- Inventory of all company hardware and software.

February 2010 to November 2010

Assistant Technical Director / Art & Matte Painting - DISNEY / IMAGEMOVERS DIGITAL

- Providing shot support for Matte artists to ensure that shots successfully progress through the production pipeline.
- Updating and maintaining Matte Department show specific tools and documentation while mentoring and training artists on new tools and pipeline technology for 3D modeling and animation software.
- Working closely with the Production Technology group and other Digital Artists to ensure that shots are successfully progressing through the digital production pipeline.
- Managing artist composites to output multiple shot renders through Nuke.
- Setting up and running foreground renders for Matte artists to begin their shots.
- Documenting technical specifications for studio tools and processes.
- Creating low poly 3D models in both Maya and Max for concept artists to use in production paintings.

July 2009 to February 2010

Resource Technical Assistant / Art & Matte Painting - DISNEY / IMAGEMOVERS DIGITAL

- Maintaining and managing multiple render farms and wrangling renders to completion in a timely manner for the Matte department.
- Troubleshooting, debugging, and assisting artists with farm submissions. Render farm software includes Qube, Backburner, and in-house Pixar software.

August 2002 to July 2009

Modeler/Color Imaging - BPS

- Assisted in creation and printing of client files for 3D printing using ZCorp printers.
- Design, scanning, and printing of client materials and advertising including brochures, catalogues, ads, banners, and posters. Clients included Macy's, McGuire Real Estate, BAR Architecture, PG&E, Dolby Labs, Candra Scott & Anderson, Charles Communications.

August 1990 to August 2002

Multimedia Designer - GRUBB & ELLIS

- Designed and produced computer detailed maps of the San Francisco Bay Area, Grubb & Ellis real estate properties, floor plans, and fliers.

Freelance Production

- Modeled 3D virtual stores, animated 3D company logos, and designed, modeled, and animated in-store 3D videos for Swatch Watch.
- Retouched photographs for retail catalogues, designed electronic and mechanical graphics for apparel.
- Modeled and animated 3D rollercoaster integrated with 2D animation for the Red Hot Chili Peppers music video "Love Roller coaster".
- Modeled 3D wireframe of Aeon Flux character for PC video game commercial.
- Modeled 3D game board in the MTV opening credits for "The Rodman World Tour".
- Assistant animator on live action/animated film, Evil Toon. Clients included Viacom MTV, Warner Bros., Marvel Comics, Streamline Productions and Empire State Multimedia.

education

Graduate, School of Visual Arts, N.Y., B.F.A. Illustration, June 1990

Graduate, Parsons School of Design, N.Y., June 1986

technical skills

Maya	3D Studio Max	Photoshop	Illustrator	MAC	Windows
Nuke	Softimage	Deadline	Backburner	Qube	Flash