

Experience

Show Animator, Walt Disney Imagineering (Glendale, CA)

November 2015-Present

Involved in the development, visualization, and animation of Audio-Animatronic figures for Disney Parks worldwide.

Animator, Disney Publishing Worldwide (Glendale, CA)

November 2013-2015

Involved in app creation, from concept development and design through pipeline, 2D/3D rigging, and animation. Provided animation direction on key projects. Troubleshot and resolved complex technical and creative problems that arose during production.

Animator, Sesame Workshop (New York, NY)

August 2012, April 2013

Freelance animation for multiple Sesame Street shorts under the direction of Bob Boyle.

Technical Assistant, NYU Tisch School of the Arts (New York, NY)

September 2011-January 2013

Troubleshot equipment and software in the Animation Area; also assisted in reinforcing various techniques and supplementing curriculum with other techniques not covered.

Design Intern, Out of the Blue Enterprises (New York, NY)

June 2011-August 2011

Created research books and illustrations for the company's preschool shows *Daniel Tiger's Neighborhood* and *Super Why!* Also assisted in the creation of graphics, animations and concepts for iPhone/iPad games.

Animator/Co-Director, 4mations.tv/Lupus Films (New York, NY)

August 2008

Animated and edited all three episodes of *Donald and his Dawg* in three short weeks. Edited storyboards down to required one and a half minute length, while keeping show's style and creator's vision intact.

Intern, Nickelodeon Animation Studios/Frederator Studios (Burbank, CA)

July 2008

Performed various administrative tasks, worked on concepts for the show's logo, as well as anything else that was requested for the CG show *Fanboy and Chum Chum*.

Intern, Starz Media/Frederator Studios (Burbank, CA)

July 2008

Performed various administrative tasks, revised animation that came back from Canadian studio, created original animation, setup shots for Canadian studio and troubleshot problems with old animation files for the preschool show *Wow Wow Wubbzy!*

Intern, Next New Networks (New York, NY)

September 2007-June 2008

Assisted in creating animated promos for podcasts, created YouTube overlay ads and banner ads for various studio projects and did web programming for a variety of projects.

Intern, Frederator Studios (New York, NY)

August 2006-June 2008

Proposed, designed, and created 2D/3D animation projects and original games. Animated for popular weekly web shows *The Meth Minute 39* and *Nite Fite*.

Education

New York University: Tisch School of the Arts (New York, NY)

2009-2013

Bachelor of Fine Arts in Film and Television with Concentration in Animation
Minor in Web Applications and Programming

Honors and Leadership

Disney Inventor Award 2015

Awarded for patent-pending Disney Store personalized experience concept.

President of Student Animation League

Initiated and brought to fruition many new events geared toward improving industry readiness and artistic development for NYU animation students.

2012 National Board of Review Student Grant Awardee

Received grant from the National Board of Review for student film *Bedtime*.

Skills

Software: Adobe Creative Suite, Autodesk Maya, Avid Media Composer, Dragon Stop Motion, Final Cut Pro 7, Final Draft, Nuke, Toon Boom Storyboard Pro, Shader Forge, Unity 3D, Windows and Mac OSX

Programming: HTML5/CSS3, PHP/MySQL, Javascript, JQuery, Flash Actionscript, MEL, Python, C-Sharp (Unity)