



Education

Animation Mentor

2010

Diploma in Advanced Studies in Character Animation

- character animation courses taught by industry professionals
- mentors: Josh Book, Bryan Engram, Morgan Kelly, Mike Stern, Randy Haycock, Sean Sexton

Rochester Institute of Technology

2011 (anticipated)

Master of Fine Arts – Film & Animation

- concentrated area of study in 3D animation
- produced two student films including story, design, modeling, texturing, rigging, animation, rendering, and post-production
- currently completing a 3D animated short in fulfillment of thesis requirement

State University of New York at Geneseo

2005

Bachelor of Arts - Art Studio

- concentrations in life drawing and computer art
- minor in Computer Science including object-oriented and assembly level programming language

Work Experience

Jan 2009 - present

Game Tester at Sony Computer Entertainment America

Team Persona Staffing Solutions, Walnut Creek, CA

- testing and bug reporting for the PlayStation Portable and PlayStation 3 systems

Dec 2006 - Aug 2008

Multimedia Designer & Animator

Second Avenue Software, Rochester, NY

- flash animator, XML and Actionscript programmer, and interactivity designer for educational software
- worked with the Torque 3D engine to establish a rigging, animation, and into-engine pipeline for a proof-of-concept video game

May 2005 - Dec 2005

Graphic Designer

Scrapbook Treasures, Rochester, NY

- designed paper die-cuts using vector software for use in scrapbook merchandise

Software

Autodesk Maya
Final Cut Pro

Adobe Flash
Adobe Illustrator

Adobe Photoshop
Adobe After Effects

Activities & Awards

- Selected as a student volunteer at SIGGRAPH Aug 2007
- Internship with Walt Disney World College Program Feb - Aug 2006
 - recipient of 2 "Guest Service Fanatic" commendations recognizing a great work ethic and a commitment to quality