

Profile

I am a passionate environment artist. I love creating the worlds where characters live and amazing stories are told. I enjoy learning new tools to solve technical and artistic challenges and I am always amazed that starting from a single polygonal cube, you can create an entire universe. I want to continue learning and growing as an artist and member of a team to tell inspiring stories and create fantastical worlds.

Experience

2024 - Present

Jadu AR inc.

Environment Artist - I am responsible for the creation, modification, and optimization of all environment assets and some characters for an upcoming AR mobile game. Utilizing Maya and Substance painter I am creating assets for use in Unity.

2024 - Present

Shiloh And Bros

Environment Artist - I have been working as a freelance environment artist, modeling and texturing sets and props for multiple projects including in-game cinematic cutscenes, hero props, and trailers for future projects.

2023 - 2024

Premise Entertainment

Environment Artist - Was responsible for the creation of entire environments and sequence layout for a feature film in Unreal Engine.

2022 - 2023

Cinesite - Montreal Feature Animation Division

Environments Supervisor / Environment Modeler - Lead a group of exceptional artists across multiple projects and worked with the software team developing tools for a USD workflow. Created models for multiple feature films.

2021 -2022

Skydance Animation

Environment Artist - Worked in the visdev department building 3d concepts for The Search for Wondla episodic for Apple TV+

2021 - present

CG Spectrum

Modeling mentor for the online school. Working with students on a weekly basis giving feedback on assignments and sharing tips, tricks and advice from over 20 years of experience working in animation.

2007 - 2020

Walt Disney Animation Studios

Zootopia ride for Disneyland Shanghai

Head of Characters and Environments - Responsible for the creation of all assets for the animations within the theme park ride. Supervised the modeling, texturing, rigging, hair/fur, cloth and sim departments, preparing all characters, sets, props, vehicles and vegetation for production. Worked very closely with Imagineering artists making sure to meet all of the technical requirements for the project.

Peter Pan ride for Disneyland Tokyo Sea

Head of Environments - Supervised the modeling, texturing, rigging and set extension departments in the creation of animated sequences to be featured in the theme park ride. Worked very closely with imagineering on this incredibly challenging project. Learned Paint3d and the texturing tools to paint elements for the show.

Wreck it Ralph 2

Environment Modeling Supervisor - Was responsible for the bidding, scheduling, casting, and managing of all environmental sets, props, vehicles, and vegetation while actively modeling throughout the project.

Zootopia

Environment Modeling Supervisor - Was responsible for the bidding, scheduling, casting, and managing of all environmental sets, props, vehicles, and vegetation while actively modeling throughout the project.

Frozen

Environment Modeling Supervisor - Was responsible for the bidding, scheduling, casting, and managing of all environmental sets, props, vehicles, and vegetation while actively modeling throughout the project.

Wreck it Ralph

Worked in Modeling - Built sets, vehicles, and props.

Mars needs moms

Worked in Lighting - Learned proprietary lighting software called Isotope to create sequence lighting setups in advance of the lighting department rolling on. Lit and composited final shots using Nuke.

Prep and Landing 2

Worked in Modeling - Built sets and props.

Walt Disney Animation Studios (continued)

Tangled

Worked in Modeling - Built sets, props and vegetation.

Worked in Layout - Did camera work and rough animation for multiple sequences.

Worked in Final Layout - Worked with the Layout supervisor to finalize camera motion and settings and worked directly with Art Director to compose and set dress shots. Verified all data from upstream departments to prepare shots for final lighting.

Worked in Stereo - Set up cameras for stereo rendering.

Princess and the frog

Worked in Layout - Built sets and vehicles in Maya then worked with the Layout Supervisor to compose shots for entire sequences. Rendered scenes using contour shaders to generate linework which served as the rough layout for each scene. The 2d layout artists would then draw over these adding details for the final layout. I also animated CG vehicles and cameras to create animatics for entire sequences.

Worked in Scene Planning - Learned ToonBoom Harmony and did the scene planning for the film setting up shots, compiling 2d layers and animating cameras.

2010 - 2020

Disney Animation Model repository

Responsible for the creation and ongoing management of the virtual backlot for the Disney Animation Studio. Over the course of 10 years I worked with the internal software team, catalogued and keyworded every element created on feature films, shorts, tests, and special projects so they can quickly be recovered and either reused as is or as a starting point for new builds. This saves an incredible amount of time as the library now has over 60,000 searchable models.

2006-2007

Film Roman / Starz Entertainment

The Simpsons movie - Maya Generalist / CG Layout

Built sets and vehicles in Maya then worked with the Layout Supervisor to compose shots for entire sequences.

Rendered scenes using contour shaders to generate the rough layout linework which the 2d layout artists drew over. Animated CG elements that were rendered with toon shaders and used in the final film.

2002-2005

PAX TV – On Air Designer

On Air Designer - Worked at an extremely fast paced television network where I was responsible for the creation of all 3d elements as well as motion graphics for nationally televised promotions, commercials and shows using After Effects and Maya. Greatly increased my productivity by meeting weekly, daily, and often hourly deadlines.

2001

Five Star Productions

Digital Artist / Animator

Worked in a very intense, deadline oriented, production house creating high-end animations for professional sports teams and motion graphics for nationally broadcasted television shows. Increased my skills in Maya and After Effects, working with a team, and meeting short deadlines.

2000-2001

Virtual 3d Incorporated

Architectural Modeler

Used 3d Studio Max to create architectural visualizations for architects and builders in South Florida. Built luxury apartments from provided blueprints and rendered walkthroughs for potential clients. Built high-rises and apartment buildings then composited them into aerial photographs in order to get approvals from city leaders.

Education

1997-2000

Art Institute of Fort Lauderdale

Bachelors - Media Arts and Entertainment

Received award of highest achievement in graduating class.

1996-1997

Penn State University

Studied physics, chemistry, and calculus.

Strengths

Problem solving, strong work ethic, easy-going attitude, positive outlook.