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QUALIFICATIONS:

I'm currently a matte painter at Framestore in London, UK. I've worked on both animated feature films and live action films. Previous to that I'd been a commercial illustrator with 13 years of experience working on a variety of projects for a number of prestigious companies throughout Silicon Valley. I graduated, Cum Laude, from San Jose State University, where I received a BFA in Illustration/Animation in 2003.

EXPERIENCE:

Framestore – Matte Painter

Nov. 2007 - Present

I'm a matte painter skilled with both live action and animated features. I work extensively with 2.5D mapping techniques (mapping with camera projections) using a proprietary projection tool in Maya. I primarily use PhotoShop and Maya for my work, but I also make use of BodyPaint and Shake and proprietary tools.

Films I've worked on at Framestore:

- The Tale of Despereaux – matte painting, texturing
- Clash of the Titans – matte painting, concepts
- Where the Wild Things Are – matte painting
- Salt – matte painting
- Prince of Persia – matte painting
- 3 additional films in pre-production – concepts

Blackpoint Studios – Texture Artist/Matte Painter

July 2007 – Nov. 2007

I had a brief contract as a Texture Artist and Matte Painter at Blackpoint Studios in San Francisco. I primarily worked on the Iron Man video game. I created photoreal textures and matte paintings for the game's cinematic. In this job I became proficient with Bodypaint.

Cisco Systems, Inc. – Illustrator/Presentation Designer

Sept. 2000 – July 2007

At Cisco I created presentations for the executive staff using PhotoShop, Illustrator and PowerPoint. I also created illustrations for various marketing collateral. I worked for Cisco variably full-time and as a contractor in order to enable my university studies.

Duarte Design - Illustrator

Sept. 1996 – Feb. 2005

Since 1996, I'd done a great deal of work for Duarte Design, a graphic design and advertising firm. Through them I've created paintings, sketches, storyboards, presentations, diagrams, web graphics and highly detailed illustrations for a variety of companies including Disney, Apple, Adobe, Cisco, Netscape, Hitachi, Sun Microsystems, and Canon.

Castlewood Systems, Inc. – Graphic Designer/Web Designer

July 1999 - July 2000

Castlewood was the manufacturer of the infamous ORB Drive. During my year-long contract, I was responsible for all graphics used by the company for press releases, packaging, tradeshow and advertising. I worked with the engineers to create a new corporate website and worked with the marketing staff to create magazine ads.

SKILLS:

- **Matte Painting and 2.5D:** I'm a highly skilled live action and animated feature matte painter and am experienced with 2.5D using Maya.
- **3D Software: Maya, Bodypaint:** I'm an advanced user of Maya. I've become skilled with modeling in NURBS, polygons, and subdivision surfaces, texturing, rigging, and animation. However, my particular focus has been texturing and 2.5D applications. I'm a very capable user of Bodypaint as it relates to texturing and projection.
- **Adobe PhotoShop and Illustrator:** I'm power-user of Adobe PhotoShop and Illustrator, having used them constantly for 14 years in both my academic and commercial work.
- **Illustration, painting, and design:** I'm a very versatile and capable illustrator and painter. I'm well trained in perspective, human and animal anatomy, color theory, and composition. I'm skilled with painting in oil, acrylic, and digital media. I've become a sophisticated visual designer through my commercial work.
- **Other Skills:** I'm experienced with PC, Mac, and UNIX-based environments. I'm proficient with video editing software such as Shake, Premiere, After Effects, and Final Cut Pro. I'm trained in traditional animation.

EDUCATION:

I graduated, Cum Laude, from San Jose State University in 2003. I have a BFA in Illustration/Animation.

HONORS AND AWARDS:

- **The Society of Illustrators:** In 1999 and 2003 I was one of the top winners of the prestigious Society of Illustrators Award, winning prizes of \$2000 and \$1000, respectively.
- Featured in "The Human Form" national juried exhibition at the Illinois Institute of Art in Chicago, 2006
- Featured in "Trains Past, Present, Future" national juried exhibition at the St. Louis Artists' Guild, 2006
- Featured in the SJSU President's Letter as a standout student in the SJSU 3D animation program, 2003