

A motion graphics designer and 3d artist with an insatiable appetite for learning. I love exploring ways to combine media, and forging new techniques. I communicate ideas through art, and create order from chaos with scripting.

Work:

3TIER / Vaisala Inc - 2013 - October 2015

Motion Graphics Designer

As a part of an international marketing team, my work included everything graphics related. I created infographics, charts, maps, kinetic type animations, and data visualization for both marketing and scientific / engineering audiences. This included product and service offering animations bringing acquired companies together to pitch direction, and introduce concepts to core industry peers. I've worked with diverse groups, from executives to scientists and engineers, sales and end-users of 3TIER's services all over the world.

I maintained and executed on-brand messaging while pioneering on new ground for 3TIER with 3D animation and motion graphics. I've developed custom art for trade-show movies for the renewable energy industry to increase 3TIER's and Vaisala's brand awareness. This includes everything from print magazine ads, trade show posters, booth graphics, collateral, corporate gifts such as a high-end custom Moleskiné notebooks, boardroom art, and graphics for corporate showrooms.

My work also includes front-end graphics development in a Django / Apache and Microsoft SharePoint environments. Some UX (user experience) A-B testing, best practices, and performance optimization, and usability testing. 3TIER practices agile development, so I am accustomed to agile sprints, stand-up meetings, production releases on a schedule, and testing changes within a stage environment before a production release.

Some of the unseen job responsibilities were to create or enhance workflows using technology, this is where I deployed InCopy, and other small command line shell scripts that enabled me to collaborate with peers with non technical skill sets. I have written scripts that export layered layouts from illustrator, and cut down production time on reoccurring requests from a couple of hours down to a couple of minutes using JavaScript, and InDesign. My shell scripts automated folder hierarchy creation based on naming convention implemented by me to organize and archive projects consistently. I have purchased and maintained a stock image library, color corrected and balanced photos for different output mediums, while maintaining color accuracy. Retouching, and photo-edits and manipulation were also common tasks.

University of Washington PCE - Winter 2012, 2013

Instructor - Intro to Animation & Character Design / 3d Modeling

Instructed students on topics of 3d modeling and character design using both 3d studio max, and Maya. I developed multiple board approved syllabi and in-class lectures and materials on subjects ranging from concept sketching, modeling, all the way through to final engine ready character realization within a game production pipeline.

This included providing constructive feedback, as well as solid art direction to push their designs forward, and to challenge them to get out of their comfort zones.

Students in these classes ranged from zero experience with 3d, to some experience, so my courseware often needed to be designed for several audiences at varying levels of aptitude. For students who were well ahead of the rest of class, I gave advanced instruction in ZBrush, and gave quick on-the-fly tutorials to help further their skills.

Courseware needed to ramp up quickly and prepare students for follow up classes which would extend their work on the projects they selected, culminating in polished portfolio peice, and knowledge of the process.

Ascension Games - 9/2003 – 2011

Director / Producer / 3D Modeler / Animator / PR for 'Muralis'

Managed production on the mod "Muralis" for Unreal Tournament. I also managed web design, in-game user interface. I worked as a producer, coordinating game sound and special effects. I lead and directed a team of modelers, and animators through creative and animation pipelines. Character modeling, animation rigging, tool and pipeline tool development.

Muralis had 4 characters, each with its own unique fighting style, and custom animations to drive them. We designed and prototyped a tool for Unreal Engine that allowed our animators to prototype and create custom animation scripts, allowing an artist to create animations, bind them to any key combination, with any number of state prerequisites. This allowed us to create an extremely flexible combat engine, and placed the power in the artists hands, all without having to leave the game environment.

I coordinated coverage of our mod in game magazines in the London, and web coverage in Germany. This included beauty screens, concept art, and packaging a vertical slice of the game for inclusion on game magazine cd.

University of Washington PCE - Fall 2001

TA - Game Animation Program

Supported course instructor during class by assisting students with clarification of course material including 3d Studio Max, Adobe Photoshop. I hosted a lab, and provided additional tutor-ship outside of class. Gave several demonstrations detailing techniques and work-flows covered in class. I Provided instructor with assistance in lesson planning, incorporating feedback from labs, and students.

Education:

Art Institute of Seattle - Associates of Applied Arts in Animation Art & Design, 2001

Tools:

Pencil & Paper	3D Studio Max	ZBrush	After Effects	Illustrator
Photoshop	InDesign	Unreal Engine	Python	Bash

Hobbies:

Designing Comics	Art	Scripting
Beer Brewing	Game Development	VR and 3D Printing