

It is my goal on every project, big or small, to find the most effective and visually satisfying way to approach the design.

I like to draw from my fine-arts background to create CG with a human touch, using traditional media and organic textures.

My digital tool bag includes Adobe Creative Suite (Photoshop, Illustrator, Flash, InDesign, Acrobat, etc.) with an emphasis on After Effects, Red Giant: Trapcode Suite, and Plexus.



fugu-gfx.squarespace.com

With over two decades of computer graphics experience under my belt, I have worked at many levels of production, running the gamut of graphic design and illustration, 2D animation and motion graphics, web design, film visual effects, miniature sets, motion control, green/blue-screen composite, look development and finish for film, and scientific/medical animation.

PRODUCTION EXPERIENCE:

Designer/Director/Partner: fugu GFX (Los Angeles, CA/Shade, OH 2000 to present)

fugu is a company I started in partnership with Songgu Kwon in 2000. My focus within the company is on Graphic Design, Visual Effects, Motion Graphics and Animation.

Past clients include: Phlea TV, MTV Productions, Cartoon Network, titmouse, inc., Mutato Muzika, Disney Channel, and others.

Composer/Look Development: Lionsgate Pictures (Los Angeles, CA 2015)

Composer using particle effects, and look development among other digital fixes to final shots for the film *Insurgent*. This position required creative problem solving under tight deadlines and working in concert with the VFX supervisor and other team members to finish the film. *Project: Insurgent*

Animation Technical Director/Art Director: ketchum labs (Hollywood, CA 2012–14)

In this position at a small educational video startup, I not only did an insane amount of animation, but also acted as support to the Creative Director in building an animation department from the ground up. This included interviewing and hiring all animation staff and overseeing all aspects of animation production. *Project: Adapt Courseware*

Composer/Designer: Mothership/Digital Domain (Los Angeles, CA 2011)

Composer on a wide variety of projects that required advanced post-effects, creative problem solving, and design executed on-the-fly. *Projects include: Comcast Xfinity Commercial, "Brothers in Arms: Furious 4" Trailer for E3*

Lead Composer/Technical Director: titmouse, inc. (Los Angeles, CA 2002–10)

I acted as lead Composer on a wide variety of projects that required advanced post-effects, creative problem solving, and design. I also acted as Effects Director on a motion control set for the incorporation of live action/stop motion elements into a digital, animated environment. *Projects include: Soundgarden "Black Rain" Music Video, Graphics for "Circus Kids" Indie Film, "Nokia OVI featuring Dan Deacon" (Partizan), "Freaknik - The Musical" (Adult Swim), "Black Panther" (Marvel/BET), "Pinched" Animated Short (titmouse, inc), "Metalocalypse -Season III"(Adult Swim), Dethklok Dethalbum Concert visuals*

Freelance Composer/Animator/Designer- Daily Planet, Backyard Animation, Tricky Pictures, Midway Games, H-Gun Labs, Symbion and Behemoth (Chicago, IL 1994–99)

I made my start in CG at a variety of post-animation shops, doing post effects and what would be considered "motion graphics" by today's standards. I worked on numerous television spots, music videos, interactive press kits, and graphics for games, while wearing a variety of hats and getting very little sleep.