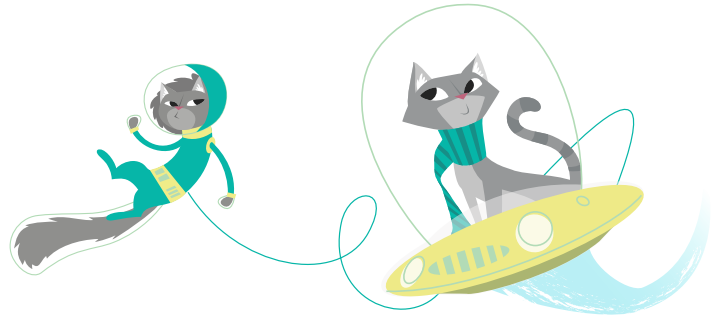


SENIOR 2D ANIMATOR • SENIOR ARTIST • CONCEPT ARTIST • ILLUSTRATOR

Signature Strengths

- Very detail oriented, super organized and works well with a team.
- Gung-ho about solving problems.
- Platforms: Facebook, IOS, Android, Web portals
- Active gamer, deeply passionate about the industry.



Technology & Skills

- Extensive 2D animation and illustration skills utilizing Flash, Photoshop and Illustrator, as well as traditional media.
- Proficient in: Flash / Photoshop / Illustrator / Unity / Maya / Particle Designer / iMovie / MAC OSX
- Familiar with: After Effects / Final Cut Pro / Premiere / ToonBoom / Audacity / Protools
- Skills: Character, Environmental & UI Effects Animation / Character Design / Concept Design / Storyboarding / Background Design with an in-depth knowledge of perspective.

Professional Overview

Storm8

June 2014 - today

A developer of IOS and Android mobile games.

Senior Animator - Fantasy Forest Story, Dragon Story 2, Castle Story, Detective Match, Magic Town mobile games

Additional roles: Character Animator, FX Animator, UI Pre-viz Animator, Character designer, Concept artist

Key highlights and contributions:

- Brought on board to work within a pre-existing framework of 2D Flash animations for Fantasy Forest Story, a creature collection and battle-based mobile game.
- Quickly progressed to be a key member of the team, designing creatures for Fantasy Forest Story in addition to animation and VFX work, including detailed guidelines for the outsourcing pipeline.
- Pivoted from 2D Flash animation to learning 3D animation in Maya for a new project. Worked closely with other 3D artists to swiftly build a skillset with Maya.
- Worked with Engineering to solve issues related to pathing and UI in the game by creating pre-vis mockups and guidelines.
- Key concept artist for 4 internal unreleased games, creating character and environment sketches as well as animation mockups for gameplay visualizations.
- Gave a talk to the UI and Animation teams demonstrating the details of creating particle effects for Unity.
- Currently working on several Unity projects creating 2D animations, integrating 3D maya animations, and particle effects.

Pencil First Games

March - October 2014

An Indie developer of mobile and traditional board games.

Artist and Animator - Gem Packed, Gem Packed Cards

Key highlights and contributions:

- As sole artist on the project, concepted and created all art assets and animations for the mobile game Gem Packed.
- Moved on to creating art assets for a traditional card game version of the mobile game, working closely with the game's designer and producer to assure clear gameplay and visual consistency. The game was successfully Kickstarted in September 2014 and hit select game stores in 2015.

Disney Interactive

March 2013 - 2014

Global interactive media company that self-publishes and distributes multi-platform video games and interactive entertainment worldwide.

Lead Animator - Disney Hidden Worlds, Mobile and Facebook Game

Additional roles: Character Animator, FX Animator, UI Pre-viz Animator

(Disney Interactive)

Key highlights and contributions:

- Recruited to work on Hidden Worlds, a huge cross-platform game on mobile and Facebook, with substantial content and features released weekly. Took over in leading a 3-member animation team in August.
- Focused on pushing the quality bar for every animation, ensuring the team hit the Disney level of aesthetics every time, while meeting realistic timeframes.
- Led the team during a good solid year of concepts, game play mockups and pipeline feature work; game passed a million users in the first couple of weeks.
- Faced challenges in getting the animations to look and play correctly in the game, particularly UI animations. Worked with Engineering to create animations that were streamlined without sacrificing quality.
- Helped senior management decide on an outsourced team to be used to create some of the game's animations.
- Always looked for ways to increase efficiency. Specifically designed the environmental animations to use fewer assets, cutting down on both the time it took to create the animation and game load time.
- Received 6-month performance review as 'going above and beyond' the regular level for employees. Hit all goals, and grew into the position of lead, taking on responsibilities and running with them.

Crowdstar

August 2011 - 2013

A developer of Facebook and mobile games.

Senior Artist and Animator - Mermaid World, Breakfast at Tiffany's, Fish with Attitude, Social Girl Mobile Games

Key highlights and contributions:

- Brought on to develop new titles for Facebook, iOS and Android mobile markets.
- Helped pioneer the animation system behind the mobile game, Mermaid World. As the sole animator, responsible for setting up the avatar rigging system to allow multiple different mermaid assets to be loaded into one animated rig.
- Worked closely with engineers to perfect the animations in the game and ensure it all came to life and looked great!
- Brought on as an animator for a sims-like Facebook game, animating 2 avatar characters in a variety of interactions and single actions. Moved on to creating over 20 backgrounds for Fish with Attitude.
- Created background art, animation and UI for 2 small mobile games in the Daisy's Day series, one of which went live. Created concept art and final game art for Friend Factor and Mermaid World.
- Received highly positive reviews on a quarterly basis, maxing out bonus given based on performance.

Blue Fang Games

February 2010 - 2011

An American computer game developer that moved from console games to social games; closed down in 2011.

Lead Artist, Animator and Concept Artist - Zoo Kingdom, Carmen Sandiego, The Oregon Trail Facebook Games

Key highlights and contributions:

- Brought on to concept the art style, UI and animations for Vineyard, a currently unreleased Facebook/mobile game.
- Transitioned to Art Team Lead for the Facebook game, Zoo Kingdom, providing art feedback and content planning for 4 animators and an additional outsource team in India, as well as creating animation assets for weekly content releases.
- Served as animator and character designer for The Oregon Trail and Carmen Sandiego Facebook games.

360KID

November 2005 - 2010

A Boston-based, award-winning kid's technology developer.

Flash Animator, Storyboard Artist, Character and Background Designer and Assistant Art Director

Clients included: Nickelodeon, Sesame Workshop, Pokémon USA, Leapfrog, Compass Learning, Tom Snyder Productions, National Geographic

Key highlights and contributions:

- Joined the team as a Flash animator and artist for educational web and CD-ROM games, creating art content, Flash character animations and lip sync.
- Functioned as sole animator for a pilot educational web game pitch for Pokémon; company netted a new 2-year contract based on this work. Following on this success, promoted to Project Team Lead in 2006, overseeing a team of 3-6 animators for the duration of the project.

Education

- Bachelor of Fine Arts in Animation, Graduated with Distinction, Massachusetts College of Art and Design