

Profile

Creative engineer who adapts existing and emerging technologies to create innovative, engaging user experiences and to multiply artistic efforts.

Experience

TECHNICAL DIRECTOR, PIXAR ANIMATION STUDIOS – DEC 2008 - OCT 2013

Day and Night – Worked closely with Director Teddy Newton to develop and pitch a stereo 3D concept for this Visual Effects Society Award-winning short. Developed the 2D animation and 3D layout pipelines. Created procedural ground vegetation. Presented pipeline at Siggraph.

Cars 2 – Developed a matte painting pipeline supporting Photoshop and custom imaging tools based on artist input and feedback. Prototyped the background vegetation voxelization pipeline. Shaded background characters.

Legacy films – Project Lead for restoration and stereo 3D conversion of *For the Birds*. Asset and pipeline resurrection after a decade of drift for *Finding Nemo*, *Monsters Inc.*, *The Incredibles*, *A Bug's Life*, and *WALL-E*.

WORKFLOW DESIGNER, PIXAR ANIMATION STUDIOS – JULY 2006 - NOV 2008

Storyboarded workflows, managed hotkeys, illustrated iconography, and designed and prototyped tool interfaces for Pixar's next-generation animation software suite, *Presto*.

TECHNICAL DIRECTOR INTERN, PIXAR ANIMATION STUDIOS – JUNE 2005 - AUG 2005

Hero character shading for the Academy Award-nominated short *Lifted*.

Recognition

- Visual Effects Society - Outstanding Achievement in an Animated Short - *Day and Night*, 2011
- Siggraph presenter - *Shared Perspectives in 2D and 3D - Day and Night*, 2010
- First place and world record speed - Red Bull Soapbox Race - Los Angeles, 2009
- Brütal Legend Red Bull soapbox featured in *Game Masters Exhibition*, 2012 - 2014

Skills

Python, C, Javascript, HTML/CSS, Shading, UI design, Renderman, Maya, Photoshop, Stereo3D, Compositing, Welding

Education

Savannah College of Art & Design – Bachelor of Arts in Visual Effects, Magna Cum Laude