



## EXPERIENCE

- **Sony SCEA** Character Animator *San Diego, CA (10/10 -- 9/11)*  
Providing key frame and motion capture clean up for facial and body animation on various AAA game cinematics. Project work: Uncharted 3: Drake's Deception, Infamous 2, Killzone 3.
- **Image Metrics** Facial Animator/Tracker *Santa Monica, CA (04/09 -- 09/10)*  
Provided facial animation for various AAA game cinematics in multiple genres using in house motion capture technology and assisted in tracking. Project work: Red Dead Redemption, Grand Theft Auto: The Ballad of Gay Tony, Assassins Creed 2, God of War 3, Halo Reach, NBA 2K11, Red Dead Redemption: Undead Nightmare.
- **Dance KK** Freelance Rigger *New York, NY (07/09 -- 08/09)*  
Rigged a biped for Blocks of Continuity/Body, Image and Algorithm.
- **Academy of Art University** Freelance Alumna *NY, CA (02/09 -- present)*  
Providing bi-yearly portfolio reviews and advice to prospective students interested in pursuing a career in Animation, Fine Arts and Illustration.
- **Blacklist** Generalist *New York, NY (10/08 -- 10/08)*  
Provided generalist responsibilities for a Tiger Beer Advertisement.
- **Nanotoon Entertainment** Character Animator *Troy, NY (08/07 -- 06/08)*  
Provided key frame character animation for a 3D IMAX film. Responsible for the creation of a bi-pedal character rig. Provided support to the technical team in animating, shot setup and rendering of partical systems. Managed other animators on the team. Project work: Molecules to the MAX!
- **Animatic Media** Animator/Editor *Hicksville, NY (06/06 -- 07/07)*  
Created 2D/3D graphic animations and edited digital content for various clients, as well as designed supplemental material and traveled to provide on-site assistance for award events.
- **MTV Networks** Internship: Total Request Live *New York, NY (06/05 -- 08/05)*  
Responsibilities included designing on air graphics, finding props, set dressing, stage set ups and breakdowns for live television.

## SKILLS

- Highly motivated, fast learner, versatile, diligent and dependable team player.
- Strong knowledge of animation principles, facial animation, mocap cleanup, non-linear editing, web design, motion graphics, photography.
- Production experience in Maya, 3D Studio Max, After Effects, Final Cut Pro, Premiere, VT Edit, Lightwave, Flash, Lightroom, Photoshop, Illustrator, OSX, Windows and Linux.

## EDUCATION

- **Academy of Art University** *San Francisco, CA*  
Bachelor of Fine Arts: 3D Animation (08/02 -- 05/06)