

## SKILLS

- Feature Film quality shot design, editing, and camera animation
- Utilizing pre-visualization for creative exploration and establishing realistic production schedules
- Extensive character, creature, vehicle, and facial animation
- Leading a Cinematic Animation team
- Motion Capture directorial experience
- Remote team management and pipeline coordination

## EXPERIENCE

Lead Cinematic Animator (Mass Effect 2, Xbox 360) – Bioware EA. *Edmonton, Alberta.*

Jan. 2008 - Present

- Directed 20+ animators, matte painters, composers, and visual effects artists in real-time and pre-rendered cinematic content creation
- Responsible for pre-visualizing key sequences
- Established cinematic vision for the project, including colour scripting and story sequence development
- Directed animation, both key-frame and motion-capture based
- Established the Bioware Montreal studio and formalized communication between Montreal and Edmonton offices
- Collaborated with department Leads on scope, features, and asset tracking
- Directed 12 Mocap sessions, ranging from high-impact stunt work to quieter, performance driven sequences
- Designed and managed cinematic pipeline
- Developed cinematic literacy within the Creative Department through film screenings and organized competitive analysis

Cinematic Animator (Mass Effect 1, Xbox 360) – Bioware. *Edmonton, Alberta.*

July 2006 – Dec. 2007

- Responsible for character, camera, and creature animation in assigned sequences
- Implemented real-time and pre-rendered cut-scenes into the Unreal 3 engine

Layout Artist – DKP Studio. *Toronto, Ontario.*

July 2004 – Sept. 2004

- Layout Artist for the Siggraph 2005 short, Surly Squirrel

Graphic Designer – EcoShred Ltd. *Toronto, Ontario.*

May 2002 – Sept. 2004

- Re-branded EcoShred Ltd. and Hanaar Shredding. This included logo design, signage, website design, corporate literature, sales material, and print advertising

## EDUCATION

2006 Sheridan College Graduate: Digital Character Animation. Post-graduate program

2003 University of Western Ontario Graduate: Bachelor of Fine Arts. Specializing in Painting, Multimedia, and Film

## AWARDS

2010 Mass Effect 2 is Electronic Arts highest rated game ever (96 Metacritic). Wins the Quality and Innovation Award

2009 Mass Effect 2 wins E3's Games Critics RPG of show. Nominated for Best in Show

2006 Teletoon Animation Scholarship Competition: Most promising student

2006 Nicktoons Animation Festival Finalist

2006 EA Reveal Animation Contest: 1st place character animation award

2006 Rhythm and Hues scholarship recipient: honourable mention

2006 Sheridan College Board of Governor's award of academic excellence – graduated first in class

2003 University of Western Ontario 'Graduate with Distinction' award – graduated first in class