

National Geographic Television and Film, (contract) Washington D.C. 1/07 – 3/07

- Developed broadcast special effects and motion graphics for National Geographic television programming.
- Worked in a small group in creation of 3D assets for use in television programming
- Heavy compositing focus and After Effects work

Eyemaginations, Towson, MD 4/07 – present

- Managing small teams toward project deadlines and goals.
- Collaboration with clients and doctors to produce accurate, high quality products.
- Development of 3D animations for DVD products and online educational materials focusing on the treatment of various ocular disorders and products.
- Responsibilities include modeling, texturing, rigging, lighting, rendering, and final composite
- Focus on animation and character work as well as particle effects

Education:

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University of Maryland Baltimore County

Bachelor degree in Visual Arts, Concentration Imaging and Digital Art

Awards:

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- 2008. Nominated for an Emmy for “Outstanding Individual Achievement in a Craft: Graphic Design and Art Direction”
 - 2006 Silver National Addy Award, “Give a Stranger a Flower Day”, Broadcast Animation Spot
 - 2004 Addy Award, “Planit Commercial”, Self promotional piece

References:

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Available upon request.