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[PROFESSIONAL EXPERIENCE]

I have been working as a 2D animation compositor for the last two years. This involved several jobs, including those with stereoscopic requirements, 2D \ live action integration, and working between 2D and 3D software packages where necessary. I provided technical direction for hardware and software infrastructure, served as compositing lead on projects, and assisted with pipeline efficiency strategies. I have past history in motion graphic design and animation, as well as 3D modeling, effects, animation and lighting.

[CORE SKILLS]

Primary Software Skills: After Effects, Trapcode Plugins, Premiere, Photoshop, Illustrator ,
3D Studio Max, Vray Renderer, & AutoCAD
Secondary Software Skills: Nuke, FumeFX, Boujou, Mocha & Encore

[RECENT EXPERIENCE]

Nov 2010 – Present Compositor at Duncan Studio
Pasadena, California
Sr. Compositor on a stereoscopic short film for Dreamworks Animation
“Secrets of the Masters” for the “Kung Fu Panda 2” DVD
Responsibilities Included:

- Compositing 2D characters into background artwork
- Generating 2.5D composites to work for stereoscopic output
- Animating cameras
- Adding lighting and generating effects
- Using 3D Studio Max to generate effects where needed
- Previewing stereoscopic 3D

- Aug 2010** **Lead Composer at Duncan Studio**
Pasadena, California
Disney WDI project for “The Little Mermaid – Ariel’s Undersea Adventure”
Responsibilities included compositing CG passes and 2D effects into final movies to be played during the ride.
- July - Aug 2010** **Lead Composer at Duncan Studio**
Pasadena, California
2D Animation \ Live Action integration on two Bratz Television Commercials
“Bratz Party” & “Let’s Talk”
Responsibilities Included:
- Compositing 2D characters into live action plates
 - Four 2D traditionally animated characters with over 40 levels of 2D effects each
 - Added lighting to match live action lighting
 - Supervised compositing team
- May – July 2010** **Composer at Duncan Studio**
Pasadena, California
Sr. Composer on a stereoscopic short film for Dreamworks Animation
“Legend of the Boneknapper Dragon” for the “How to Train your Dragon” DVD
Responsibilities Included:
- Compositing 2D characters into background artwork
 - Generating 2.5D composites to work for stereoscopic output
 - Animating cameras
 - Adding lighting and generating effects
 - Using 3D Studio Max to generate effects where needed
 - Previewing stereoscopic 3D
- March 2010** **Lead Composer at Duncan Studio**
Pasadena, California
Project for Disney WDI featuring Mickey Mouse himself for Disney Cruises
- Feb 2010** **Freelance Composer for Fourway Mirror Productions**
Designed and edited title sequence for an independent film
“Gods of Accident”
- Aug – Oct 2009** **Lead Composer at Duncan Studio**
Pasadena, California
Sole composer on a 6-minute pilot episode for Playtone. Combined 2D and 3D elements, which I built, lit and rendered, into an action-packed gritty short.
Tom Hank’s “Electric City”

[REFERENCES] Available upon request.