

<b>OBJECTIVE:</b>	Create films through the medium of animation and share my craft with others.
<b>QUALIFIED BY:</b>	<ul style="list-style-type: none"><li>● Over 27 years experience in Traditional Animation.</li><li>● Over 16 years experience in 3D Computer Animation.</li><li>● Over 20 years experience in Computer Graphics.</li></ul>
<b>ACCOLADES &amp; AWARDS:</b>	<ul style="list-style-type: none"><li>● <i>Awarded Bronze Flamingo for "Shutterbird", 2007 Annual South Beach International Animation Festival.</i></li><li>● <i>Awarded Honored faculty Member, 2002 at Art Institute of Fort Lauderdale.</i></li><li>● <i>2 pieces showcased in Siggraph 2000 Animation Festival:</i><ul style="list-style-type: none"><li>● "The Game Room" – Director.</li><li>● "Skiddles" - Lead character animator for 'Tropical'.</li></ul></li></ul>
<b>SOFTWARE:</b>	Photoshop, Illustrator, Premiere, After Effects, Dreamweaver, Toon Boom Studio, 3D Studio Max, Microsoft Word.
<b>EXPERIENCE:</b>	
1998-2005	<p><i>Exodus Entertainment, Inc.</i> Miami, FL An animation and production firm for television, film and video games. <b>Director / Producer</b> Supervising and organizing various productions, scriptwriting, storyboarding, creating animatics, voice acting, character design, traditional cel animation, 3D computer animation, compositing, editing. <i>Special projects include:</i><ul style="list-style-type: none"><li>● "Starkist"- 3D animated pitch piece: Director.</li><li>● "Googles"- traditionally animated children's music videos: Animation Director.</li><li>● "Harry Potter"- 3D animated pitch piece for Mattel: Modeling, Animation, Camera.</li><li>● "The Game Room"- animated video game review show: Director.</li></ul></p>
1997-Present	<p><i>Art Institute of Fort Lauderdale</i>, Fort Lauderdale, FL A commercial art college. <b>Media Arts and Animation Faculty</b> Design and teach courses in computer graphics, scriptwriting, storyboarding, character design, sculpting, traditional cel animation, 3D computer animation and general animation production.</p>
1995-1998	<p><i>Animation Factory of South Florida, Inc.</i> Hollywood, FL An animation and production firm for television and CD ROM. <b>Senior Animation &amp; Art Director</b> Supervising animation staff, creating traditional and 3D character animation, designing and developing characters, storyboards and sculpted character maquettes. <i>Special projects include:</i><ul style="list-style-type: none"><li>● "Van-pires"- 3D animated television series: Animation Director.</li><li>● "Am I Dreaming"- children's interactive CD ROM: Project Director.</li><li>● "Witchaven"- 3D animated game intro: Modeling, Animation and Effects.</li><li>● "Computers for Psychiatrists"- traditionally animated commercial: Director.</li></ul></p>
Freelance	<ul style="list-style-type: none"><li>● "Tastee CHAMPS" &amp; "Tastee GOAL" - Lower 3rd Animations: Director</li><li>● "O.I.L. Animation"- Web Commercial: Voice Actor- Narrator/Louie</li><li>● "Get Smart"- Hollywood Film: Previs Animator- Skydiving Sequence</li><li>● "The Diet Game"- Nutrition Book: Art Director</li><li>● "Call of Duty"- PC Game Cinema: 3D Character Animator- British Campaign Intro</li><li>● "Spongebob Squarepants"- PC Game Cinemas: 3D Character Animator</li></ul>
<b>EDUCATION:</b>	
2003-2007	<p><i>Miami International University of Art and Design</i>, Miami, FL Master of Fine Art in Animation.</p>
2001-2003	<p><i>Art Institute of Fort Lauderdale</i>, Fort Lauderdale, FL Bachelor of Science in Graphic Design.</p>
1994-1996	<p><i>Keiser College</i>, Fort Lauderdale, FL Completed courses in drafting, 2D and 3D animation, computer graphics design, 3D modeling, computer sound editing, lingo-based programming and word processing.</p>
1986-1988	<p><i>Art Institute of Fort Lauderdale</i>, Fort Lauderdale, FL Associate of Science in Visual Communications.</p>