

brief

I am a Los Angeles-based VFX and motion graphics artist and designer with 25 years of industry experience. I work mostly with the Adobe suite of software, creating imagery for film, television, web, and occasionally print. I am seeking to develop new relationships with others in my field on a freelance or potential full-time basis. I enjoy finding creative solutions on all types of projects, big and small, and I thrive equally as a solo artist as I do on a team.

qualifications

I am highly proficient in After Effects and have been using it and Photoshop almost since their inception. As well as working at post-houses and design shops, I've had experience doing VFX for studios on in-house teams doing temps and finals. I work fast, love being organized, and take pride in sweating the details of everything I do. My work has been in shorts and feature films, title sequences (nominated for an Emmy for Star Trek: Discovery), commercials, promos, network branding, trailers, music videos, streaming content, and concert stages and billboards. For a full list of films I have worked on, please visit my IMDB page.

skills

I've done everything from compositing to logo design, to fake UI and hologram design, particle and fx work, paint and roto, beauty work, matte painting, graphic design, character animation, illustration, photography, typography, a little 3D modeling and animation, on-set VFX supervising, designing movie posters, and bidding and contracting.

software

- Proficient with After Effects (and popular plugins), Mocha, PFTrack, Photoshop, and Illustrator
- Working knowledge of Nuke, Premiere, Cinema 4D, Modo, Maya, and Syntheyes

work history

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| 2015 - present | Freelance VFX and motion graphics artist <i>(Los Angeles)</i>
Worked at Prologue, Logan, Mocean, Ring of Fire, 20th Century Fox, Lionsgate, Paramount, Sony Pictures, and Disney among others. |
| 2009 - 2015 | VFX Supervisor/Creative Director and Co-Founder of SaintsLA <i>(Los Angeles)</i>
Led a small VFX, motion graphics, and editorial shop. |
| 2006 - 2009 | Freelance VFX and motion graphics artist <i>(Los Angeles)</i>
Worked at Roger, Prologue, 1741/Trailer Park, X1FX, Ramon+Pedro, Engine Room, and Motion Theory among others. |
| 2004 - 2006 | Senior Design Director, Click3X <i>(NYC)</i>
Directed team of designers, animators, and fx artists. |
| 1999 - 2004 | Freelance VFX and motion graphics artist <i>(NYC)</i>
Worked at most every design and post shop around at the time. |
| 1995 - 1999 | Designer, R/Greenberg Associates <i>(NYC)</i> |
| 1994 - 1995 | Freelance animator and set P.A. <i>(NYC)</i> |

education

BFA in Animation/Film/Video at Rhode Island School of Design

references available upon request.