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EDUCATION

- California Institute of the Arts, Valencia, CA  
MFA: Experimental Animation 2008
- Minneapolis College of Art and Design, Minneapolis, MN  
BFA: Animation, anticipated graduation 2005
- Beijing Film Academy, Beijing, China  
BFA: Film and animation, graduated 2000

EXPERIENCE

- Cartoon Network, 2011   Freelance  
Solo 3D Artist  
I was responsible for creating a special 3D animation sequence for an episode of Adventure Time. It included the full construction, and shading of two main characters, three side characters, props and special FX.  
With these assets I created over 5 minutes of animation.
- TGC (thatgamecompany), 2009-2011   Full time/Freelance  
Lead Artist  
I am responsible for 3D characters and props modeling texturing rigging and animations for Sony PlayStation 3 game.
- Walt Disney Animation Studios, 2008   Internship  
Summer Associate Program, 3D CG Modeler / Maquette Sculptor  
3D characters and props modeling for feature animations, and traditional clay character maquette sculpting.
- WayForward Technologies, 2007   Freelance  
2D 3D Computer Modeling artist  
Freelancer, designing modeling and texturing 2D 3D characters and Items for Its upcoming 3D game production based on Nintendo DS handheld video game system.
- Gasket Design & VFX, 2005-2006   Full time  
2D 3D Computer Visual effects artist  
I was responsible for creating various designs, 2D and 3D animations from basic concept and modeling to visual effects post porduction for clients such as the AICP Show, Kroger, Coleman Camping Gear, Dish Network, and UST Proforce.
- Crash & Sues Film and Video Post-Production, 2004   Internship  
3D Computer Modeler  
I was responsible for creating various 3D models, including character models and set designs for clients such as Target, Perkins Restaurant, and Best Buy.
- Dreamwave Comics, 2002-2004   Freelance  
Illustrator  
I was responsible for providing pencils and colors for comic book and character guides such as Transformers: More Than Meets the Eye.

KNOWLEDGE

Software	Equipment	Related Skills
ZBrush 1 - 3.1 Maya 5 - 2011(Specialized) Unreal2-3 Editor (also RunTime) Unity 3D 3D Max 4 - 2009 Photoshop 4 - CS5 Adobe After Effects 6.5 - CS5 Final Cut Pro ProTools Flash MX 2k4 - CS5 Illustrator 10 - CS5 DVD Pro 3.0	Arriflex 16mm camera Bolex 16mm camera  Professional HD / DV camera Minidisc recording equipment Sound Devices 702 - 744T	3D Modeling, Texturing, Rigging and Animation 2D character animation  2D illustration and Animation Character design Digital coloring

SHOWS AND EXHIBITIONS

- 2008 – Taiwan International Animation Festival 2008, Taipei, Taiwan.
- 2008 – CalArts School of Film/Video: Showcase, Valencia, CA
- 2007 – PLATFORM International Animation Festival, Portland, OR
- 2007 – CalArts School of Film/Video: Showcase, Valencia, CA
- 2004, 2005 – Minnesota Electronic Theater, MN SIGGRAPH, Minneapolis, MN
- 2003 – MCAD Animation Show, Minneapolis College of Art and Design, Minneapolis, MN
- 2003 – Super B Project Exhibition, Minneapolis College of Art and Design, Minneapolis, MN
- 2002 – Merit Scholarship Show, Minneapolis College of Art and Design, Minneapolis, MN