

OBJECTIVE: Conceptual/Production Design Development

EXPERIENCE:

- 2008 - Present **ART DIRECTION** Untitled/Various — on going **ARENANET**, Seattle, WA
Developing styles ,key locations and characters for online worlds
- 2006 - 2007 **ART DIRECTOR** BLIGHTED EMPIRE — canceled **NC SOFT CORP**, Austin, TX
- Established style and key locations for the game.
 - Created characters classes and look for the races based on location.
 - Generated color palettes for each race and set tone for the world.
 - Generated art for various props and assets.
- 2005 - 2006 **CONCEPT DESIGN** ICE AGE 3: DAWN OF THE DINOSAURS **Blue Sky Studios**, White Plains, NY
- Create key shots and plans during script phase to establish style, locations, and function of sets as they aid story beats.
- 2005 - 2006 **CONCEPT DESIGN** NEXT FEATURE - canceled **DNA Productions**, Irving, TX
- Establish look and design for the film.
 - Create key frames for each scene and set mood.
 - Work closely with the director and provide necessary maps and location plans.
- 2003 - 2005 **CONCEPTUAL DESIGNER** ICE AGE 2: THE MELTDOWN **Blue Sky Studios**, White Plains, NY
- Created key frames from the script to establish style for new sets and props.
 - Provided compositional breakdowns in order to generate "Style Guide" for the crew.
 - Supervised design pipeline to provide clear use of art for story and layout.
 - Worked with pre-vis to captured key shots.
- 2001- 2002 **VISUAL DEVELOPMENT** THE ANT BULLY **DNA Productions**, Irving, TX
- Designed various sets and action moments to offer solutions for story beats.
 - Captured variations on look of the ant world and its possible physics.
- 1999 - 2001 **ENVIRONMENTAL DESIGNER** ICE AGE **Blue Sky Studios**, White Plains, NY
- Developed the style for all the locations and props of the film.
 - Completed maps and pre-vis drawings for story and modeling to help minimize set scale and create variation.
 - Oversaw modeling crew on sequence needs from pre-vis to final models.
 - Provided final detailed drawings for camera set-ups.
 - Supervised set dressing and prop placement for composition, continuity and character interaction.
- 1996 - 1999 **VISUAL DEVELOPMENT ARTIST** TREASURE PLANET **Walt Disney Feature Animation**, Burbank, CA
- Produced color paintings and drawings for key moments in the script.
 - Contributed to the development of sets and characters.

EXPERIENCE (cont'd):

1993 - 1996 **VISUAL DEVELOPMENT** POCAHONTAS, DINOSAUR, FANTASIA 2000

- Also BROTHER BEAR and ATLANTIS
- Visualized locations and characters for various productions in development
- Generated story panels and short animatics for style and design.

Walt Disney Feature Animation, Burbank, CA

1990 - 1993

ILLUSTRATOR

Illustrated covers for mystery and fantasy books/magazines.

Walker Publishing, Ace Books, TSR Inc.

EDUCATION:

1989

Bachelor of Fine Art

PARSONS SCHOOL OF DESIGN, New York, NY
