

PROFILE

Creating engaging and creative work is what I breathe. A little about myself—I am a 2004 graduate of the Rhode Island School of Design's Film/Animation/Video department. Since graduating, I have worked as a Motion Graphics Designer/Editor at WGBH, creating many commercial and promotional spots for PBS. I have also produced and animated television content for Emmy Award-winning *Fetch! with Ruff Ruffman*, *Masterpiece Theatre*, *Antiques Roadshow*, *American Experience*, and *NOVA*. After leaving WGBH, I went to WFXT Fox 25 as their Lead Creative Editor in their Promotions department, editing broadcast promos, sizzle reels and other network content.

Currently, I am Visual Effects Artist at Brickyard Visual Effects and a Dean's Fellow Recipient working on finishing my Master of Arts degree online in Visual Effects at the Savannah College of Art and Design.

If I'm not being creative, you can find me letting loose riding my mountain bike or snowboarding.

EXPERIENCE

Lead Visual Effects Artist - Brickyard VFX (June 2013-Present)

Visual effects, 3D design and compositing are the ingredients that I work with on a daily basis to keep clients' appetites for beautiful and creative work insatiable. Utilizing my broad knowledge and experience in all aspects of post production, I am constantly tasked with visual problem solving, turning the mundane into magic and exceeding client expectations.

Daily tasks consist of conforming EDL's, rotoscoping, 3D tracking, 3D shot integration, compositing, animation (motion graphics) and file media management.

Clients include: Acura, Bank of America, Cadillac, Chilis, CVS Pharmacy, CenturyLink, Dunkin Donuts, Indeed.com, Progressive, Subway, Titleist, and US Cellular.

Lead Creative Editor - WFXT FOX Channel 25 (2011-2012)

As the lead creative editor in the promotions department, I was responsible for all graphic/effects-driven promos for broadcast. Having worked alongside promotion producers, it was my responsibility to create highly effective on-air spots that drive viewers to marketed shows. From conceptualizing, effects production, editing and sound mixing, I delivered on all aspects of broadcast production. I also advised departmental staff on new techniques and industry standards as well as creative trends and training.

Motion Graphics Artist / Editor - WGBH Channel 2 (2005-2011)

As the sole motion graphics and visual effects artist for the WGBH Creative Group, my primary responsibilities were to provide creative expertise to promotion producers and editors for both local and national productions while maintaining positive client relationships. By leveraging my artistic and technical skills, I produced stylized looks for on-air and internal branding which included spot direction, visual effects and voice-over direction and writing.

In this role, I created all composites and animation for PBS's WORLD national re-branding, provided graphics support and animation for the respective internal production units such as *Greater Boston with Emily Rooney*, *Fetch! with Ruff Ruffman*, *Antiques Roadshow*, *American Experience*, *Frontline* and *NOVA*.

In addition, I have a thorough understanding of broadcast and web standards for content delivery.

EDUCATION

Savannah College of Art and Design, MA Visual Effects (on going)

Rhode Island School of Design, BFA Film / Animation / Video (2004)

PRIMARY FOCUS / SKILLS

Visual Effects, Motion Graphics, Compositing, Editing / Adobe Creative Suite (After Effects, Photoshop, illustrator, Premiere) Autodesk Flame, Flare, Autodesk Maya, Mudbox, Mental Ray, Cinema 4D, Avid DS, Avid Symphony, Final Cut Pro, VUE Xstream, Mocha, Boujou and Nuke X.