

PROFILE

Throughout my career I take pride in developing engaging and creative work—I am a 2004 graduate of the Rhode Island School of Design's Film/Animation/Video department. Since graduating, I worked as a Motion Graphics Designer/Editor at WGBH, creating many commercial and promotional spots for PBS. While at WGBH I produced and animated television content for Emmy Award-winning *Fetch! with Ruff Ruffman*, *Masterpiece Theatre*, *Antiques Roadshow*, *American Experience*, and *NOVA*. After leaving, I became the Lead Creative Editor at WFXT Fox 25 in Boston in their promotions department, editing broadcast promos, sizzle reels and other network content.

Currently, I am an Emmy Award nominated Senior Visual Effects / Flame Artist at Brickyard VFX working on creative content for the Commercial, Film, Web and Graphics industries. Whether it be traditional or new forming platforms, I welcome the unique and creative challenges I am immersed in on a daily basis.

When I have free time, you can find me letting loose riding my mountain bike or snowboarding, having a beer with friends, spending time with family or staying up to speed with the latest tools and trends in the visual effects industries.

EXPERIENCE**Senior Visual Effects / 3D / Motion Artist** - Brickyard VFX (June 2013-Present)

Visual effects, 3D / 2D design and compositing are the ingredients that I work with 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. Having directed many front facing client sessions, as well as on-set visual effects supervision, I have a keen ability to manage a project from start to finish. I take pride in keeping projects on time and on budget while staying creative and organized under intense pressure.

Daily tasks consist of compositing, creating animatics, color grading, keying, online-finishing, rotoscoping, 3D animation, 3D modeling, 3D tracking, 3D texturing, motion graphics and file media management.

Clients include: Acura, Bank of America, Cadillac, Chilis, Cheetos, CVS Pharmacy, CenturyLink, Dunkin' Donuts, Indeed.com, Jeep, John Hancock, Knights of Columbus, Lego, Progressive, Reebok, 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 graphics/effects-driven promos for broadcast. Working 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 delivery.