

mission: I am a Character Animator and Previsualization Artist with feature film production and AAA-title game experience. My technical skills directly supplement my ability to create successful character performances and story portrayals by effectively utilizing the various digital tools at my disposal.

professional_experience

Ready at Dawn Studios Cinematic Animator, Previsualization Artist The Order: 1886 - Character Animation, Previsualization, AS	Jun. 2013 - Present
Digital Domain Animator Batman: Arkham Origins - Character, Vehicle Animation	Apr. 2013 - May. 2013
The Third Floor, Inc. Previsualization Artist Teenage Mutant Ninja Turtles, Edge of Tomorrow, Horizon: Zero Dawn (pitch), Poltergeist, X-Men: Days of Future Past, Godzilla	Feb. 2013 - Jun. 2013
Electronic Arts Animator Medal of Honor: Warfighter - Character Animation, Previsualization Command and Conquer: Generals - Animation, Rigging, Asset Integration	Nov. 2011 - Jan. 2013
Proof Inc. Previsualization Artist The Amazing Spider-man	Oct. 2011 - Nov.2011
Halon Entertainment Previsualization Artist Snow White and the Hunstman, Battleship, World War Z	Apr. 2011 - Sept. 2011
Digital Domain Animation Intern, Jr. Animator Real Steel - Character Animation	Oct. 2010 - Mar. 2011

education

Bachelor of Fine Arts: Animation Savannah College of Art and Design Graduated Summa Cum Laude GPA: 4.0/4.0	May 2010
---	----------

Languages

Fluent in English, Italian and familiar
with Spanish languages

skills

Proficient: Character Animation, Previsualization, Camera Layout
Working: Rigging, Scripting (MEL)
Software: Autodesk Maya, MotionBuilder, Adobe Suite, Windows, Linux