



WORK

WONDROS

Previs Artist for "Target Grammys Live Music Video with Gwen Stefani" - 2/2016

5D GLOBAL

Designer / Animator for 3D interactive "The Leviathan Project" - 5/2013 - 1/2016

- Designed assets (ships, mechanisms, etc.) and characters.
- Debuted at 2016 Sundance New Frontier Festival.

NETFLIX

Lead Storyboard Artist for "True Memoirs of An International Assassin" - 7/2015 - 10/2015

VINCENT DESIGN GROUP - 2007 to 2012

Product, engineering and brand design services.

CLIENT: MECHANICAL SIMULATION (CARSIM.COM) ANN ARBOR, MI

Creative Director - 1/2011 to 2013

- Designed their new brand direction and web execution.

Lead Industrial Designer/Mechanical Engineer/- 1/2011 to 8/2012

- Innovated the design and mechanics of the company's first actuated driving simulator.

CLIENT: INNOVATIVE HEALTH TECHNOLOGIES DETROIT, MI

Chief Design Engineer - 11/2007 to 11/2010

- Designed a patented medical device to regrow bone in the mouth of missing tooth patients for dentistry and the design of a medical wrench to activate the former mentioned medical device.

GLOBALHUE ADVERTISING DETROIT, MI

Senior Art Director - 8/2004 to 11/2007

- Lead the creation and management of production and post production for nine (9) national and international broadcast campaigns for clients such as Jeep, Dodge, Corona, Bermuda Tourism.

EDUCATION

THE SECOND CITY IMPROV LOS ANGELES, CA

Improv training - anticipated 2017

UNIVERSITY OF SOUTHERN CALIFORNIA, SCHOOL OF CINEMATIC ARTS LOS ANGELES, CA

MFA Animation and Digital Arts w/ focus on Live Action Integration - 2015

UNIVERSITY OF MICHIGAN ANN ARBOR, MI

BFA Industrial Design - 2004

BS Mechanical Engineering - 2004

HARVARD BUSINESS SCHOOL CAMBRIDGE, MASS

Summer Venture in Management Program - 2001

INTERNSHIPS

NICKELODEON ANIMATION STUDIOS BURBANK, CA

Development Intern, Sanjay and Craig - Spring 2014

APPLE COMPUTER INC. CUPERTINO, CA

Product Design Intern, iMac - Summer 2003

NAT. AERONAUTICS AND SPACE ADMIN. (NASA) CAPE CANAVERAL, FL

Advanced Technology Development Center (ATDC) Engineering Intern - Summer 2002

AWARDS

TELLY AWARD - LOCAL TELEVISION AND CABLE - STUDENT - 2014

MULLER FAMILY SCHOLARSHIP - UNIV. OF SOUTHERN CALIFORNIA - 2012

FRANK VOLPE ENDOWED SCHOLARSHIP - UNIV. OF SOUTHERN CALIFORNIA - 2012

SKILLS

MANUAL

Skilled in live action/VFX integration, MOCAP, animation, storyboarding, sketching and rendering.

DIGITAL

Adobe Creative Suite (After Effects, Illustrator, Photoshop, Indesign, Premiere, Audition, Flash), Autodesk (Maya, Inventor, Motionbuilder, Mudbox), Motive, ZBrush, Nuke, Syntheyes, Rhino, Alias, Sensable Freeform, Solidworks, and all Microsoft Office