

What I Do:

I have 15 years of experience in the visual effects and animation industries. Most of my work has been in the character fx department which handles hair, cloth, soft tissue dynamics, and fixing any tech problems that crop up during film production. I also have traditional art skills which give me a critical eye for details such as character anatomy.

In addition to standard hair and cloth work I can pickup one off shots as well. Motion on trees, skin deformation, fields of moving grass, footprints on the ground, ropes, debris, curtains, sails, anything that adds a little more life to a shot.

Work Experience:

Disney Feature Animation: 2019-present
Proprietary solver hair/cloth sim and sculpts
Frozen 2
Raya and the Last Dragon

Bluesky Animation: 2017-2019
Qualoth cloth rig setup and sims
Spies in Disguise
Houdini Vellum rig setup and sims
Spies in Disguise

Digital Domain: 2016-2017
nCloth hair/cloth rig setup and sims
Beauty and The Beast
Spiderman Homecoming
Houdini Carbon cloth rig setup and sims
Avengers Infinity War

Disney Feature Animation: 2013-2015
Proprietary solver hair/cloth sim and sculpts
Zootopia
Frozen Fever
Big Hero 6
Frozen

Dreamworks Animation: 2010-2013
Qualoth cloth rig setup and sims
Me and My Shadow (unreleased)
The Croods
Madagascar 3
Puss in Boots

ImageMovers Digital: 2009-2010
nCloth cloth rig setup and sims
Mars Needs Moms
Christmas Carol

Weta Digital: 2008-2009
nCloth cloth rig setup and sims
Avatar
hair sims
Chronicles of Narnia: Prince Caspian

Rhythm & Hues: 2005-2008
Lead Technical Animator
The Golden Compass
Proprietary solver hair/cloth/muscle
Night at the Museum
Garfield 2
Chronicles of Narnia: Lion, Witch, & Wardrobe

Software:

Maya	FXGear Qualoth
Houdini	Numerion Carbon
Unreal Engine	NCloth
Linux	