

PROFESSIONAL EXPERIENCE

Layout Supervisor • Flying Bark Nov 2024 - Present

- Reviewing CG shot layouts to ensure alignment with technical and filmmaking standards
- Developing best practices for layout workflow to support global studio expansion
- Enhancing key sequences by creatively refining layout shots in Maya
- Partnering with executive leadership to deliver actionable feedback for layout artists

NDA CG Series • 2024 - Present

Animation Director • DreamWorks Animation Television Jul 2021 - Feb 2024

- Implementing Unreal Engine pipeline by partnering with Comp, FX and Pipeline Supervisors
- Coordinating with executive leadership to align goals for new IP with studio objectives
- Launching production by visiting vendor studios to engage directly with artists
- Guiding artistic and technical problem-solving by authoring animation style bible
- Animating characters and test shots to debug rigs and establish animation aesthetic
- Developing, directing and reviewing animation with notes/drawovers for vendor studios

BE@RBRICK • 2022 - 2024

Gabby's Dollhouse • 2021 - 2022

Animation Supervisor • DreamWorks Animation Television Apr 2020 - Jul 2021

- Directing and reviewing animation using notes/drawovers for vendor studios
- Managing in-house animation artists to execute department tasks
- Reviewing scripts/animations/designs to ensure modeling, rigging and animation needs are met
- Resolving story/design/technical problems while keeping asset builds on budget

Madagascar: A Little Wild! • 2020 - 2021

Animation Artist • DreamWorks Animation Television Mar 2016 - Apr 2020

- Reviewing animation using notes/drawovers for vendor studios
- Providing preproduction materials on story beats and technical challenges to vendor artists
- Using existing CG assets to create custom prop/environment/character assets
- Collaborating with episodic directors/writers to optimize pipeline efficiency

Spirit Riding Free • 2016 - 2020

SOFTWARE

Maya • Unreal Engine • Photoshop • After Effects • ToonBoom • Storyboard Pro • Procreate
Nuke • Illustrator • Premiere Pro • Shotgrid/RV • File Maker Pro • Microsoft Office Suite

EDUCATION

Certificate in Digital Set Design • StudioArts Dec 2024

Certificate in Unreal Engine Custom Metahuman Animation • CG Pro Apr 2024

Bachelor of Fine Arts in Animation • Savannah College of Art and Design May 2015

Bachelor of Fine Arts in Studio Art • Henderson State University May 2012