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**Career Objective:**

To use my skills as a concept artist and character designer to aide in the production of high quality animation.

**Qualifications:**

I am a character designer, concept and storyboard artist and illustrator with a degree in sequential art built on a strong foundation of traditional art and storytelling skills. I am able to work with in set deadlines from concept to completion. With 10 years managerial experience I have strong communication skills both in a group and one on one environment.

**Education:**

- *Savannah College of Art and Design, BFA*, Sequential art, GA 08/2006 – 05/2008
- *The Kubert School*, Sequential art and Animation classes, , Dover, NJ 08/2003 - 01/2004
- *Austin Community College*, Austin, TX, Liberal arts and general education courses, 08/1999 – 05/2001, 2D animation classes including character design, animation and flash animation, 01/2010 – 05/2011

**Experience:**

**The Toy Factory** San Antonio, TX 04/01/2015 – 08/01/2015

- Used style guides and character sheets to accurately design licensed plush
- Conceived and designed original plush
- Created sales sheets for new and existing product
- Created animation and illustration banners for company website
- Worked with art director and 2 other designers to maintain consistency and quality in the product and other design related elements of the workplace.
- Designed product posters for licensed plush
- Photographed and catalogued product for client presentation and internal use
- Designed hang tags for new plush products

**Torn Ideas** East Grand Forks, MN 05/2014 – 08/2014

- Freelance concept artist/character designer
- Developed a mascot character for company representation
- Presented the character in 15 different emotions, poses and/or scenarios for use by the company
- Conceived and created multiple illustrations and designs based off of ideas presented by the client which were used as T shirt designs.
- Illustrated 10 book images incorporating previously conceived character as well as new characters.
- Conceived and designed a second character based off client's description and feedback.
- Communicated with owner of the company to ensure consistency quality and consistency in character

**Great Wolf resorts** Madison, WI 02/2014 – 05/2014

- Freelance concept artist for an in production fully interactive game
- Developed 2D backgrounds to be used as reference in creating a 3D world
- Helped develop look and feel of the game through designing backgrounds and assets
- Communicated with art director and lead concept artist along with multiple other artists to assure continuity in game design.
- Maintained strong communication from home in Austin, TX to ensure the highest level of quality in finished product

**Minnow Mountain** Austin, TX 06/2013 – 12/2013

- Assistant animator on EARP the animated series
- Helped in development in the look and feel of the animation
- Provided character animation for series
- Developed backgrounds and props for series

**BW Films** Austin, TX 07/2011 – 09/2011

- Illustrated storyboards for 9 commercial spots
- Communicated with 4 directors and 2 producers to achieve desired storyboards

**Skills:**

- **Traditional:** Knowledge of drawing, figure drawing, Inking/ink wash and painting in various mediums. Strong conception and storytelling skills.
- **Digital:** Mac/PC platforms, Flash both as an Illustration and animation tool, Photoshop, Illustrator, InDesign, TV Paint

