

brief

I am a Los Angeles-based VFX and motion graphics artist and designer with over 25 years of experience. I work mostly with the Adobe suite of software, creating imagery for film, television, web, and print. I am seeking to develop old and new relationships with others in my fields, on a freelance or potential full-time basis. I enjoy finding creative solutions for all types of projects, big and small.

qualifications

I am highly proficient in After Effects and have been using it and Photoshop almost since their inception. As well as working at post-houses and design shops, I've had experience doing VFX and design for studios on in-house teams doing postvis and finals. I work fast, love being organized, and take joy in sweating the details. My work has been in feature films and shorts, title sequences (nominated for an Emmy for Star Trek: Discovery), commercials, promos, network branding, trailers, music videos, streaming content, and concert stages and billboards. For a full list of films I have worked on, please visit my IMDB page.

skills

I've done everything from compositing to particle and fx work, to fake UI and holograms, paint and roto, beauty work, matte painting, character animation, graphic design, illustration, logo design, typography, photography, and to a smaller amount, 3D modeling and animation, on-set VFX supervising, designing movie posters, and bidding and contracting.

software

- Proficient with After Effects (and popular plugins), Mocha, PFTrack, Photoshop, and Illustrator
- Working knowledge of Cinema 4D, Nuke, Premiere, Boujou, and Syntheyes

work history

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| 2015 - present | Freelance VFX and motion graphics artist (Los Angeles)
Worked at Ntropic, Cantina Creative, Prologue, Logan, Mocean, Ring of Fire, 20th Century Fox, Netflix, Lionsgate, Paramount, Sony Pictures, and Disney among others. |
| 2009 - 2015 | VFX Supervisor/Creative Director and Co-Founder of SaintsLA (Los Angeles)
Led a small VFX, motion graphics, and editorial shop. |
| 2006 - 2009 | Freelance VFX and motion graphics artist (Los Angeles)
Worked at Roger, Prologue, 1741/Trailer Park, X1FX, Ramon+Pedro, Engine Room, Motion Theory, and Mean Magazine among others |
| 2004 - 2006 | Senior Design Director, Click3X (NYC)
Directed team of designers, animators, and fx artists. |
| 1999 - 2004 | Freelance VFX and motion graphics artist (NYC)
Worked at most every design and post shop around at the time. |
| 1995 - 1999 | Designer, R/Greenberg Associates (NYC) |
| 1994 - 1995 | Freelance animator and set P.A. (NYC) |

education

BFA in Film/Animation/Video at Rhode Island School of Design

references available upon request.