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## ARTIST/DEVELOPER

As an artist/ animator, I strive to create expressive content that is informed by my own life experiences. As a developer, I am always seeking to identify and deeply understand existing problems, and design solutions that exceed the user's expectations in a scalable, maintainable way.

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## KEY COMPETENCIES

- 11+ yrs experience as a feature film character animator and tool developer
- Identifying/reducing workflow & production bottlenecks
- Designing scalable solutions for common problems across projects and teams
- UI/UX design and development
- Typescript, Python, PHP, C#, MEL, QT/PySide, HTML5/CSS
- Proficient in Maya, Adobe CC, Houdini, AutoCAD, other proprietary VFX software

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## PROFESSIONAL EXPERIENCE

### Amazon Web Services (AWS) - Frontend Engineer II

May 2019 - Present

Contributed to the launch and UI development of two AWS service consoles: Amazon Nimble Studio and Amazon Deadline Cloud. Collaborated with product, backend, UX, and security teams to build scalable, maintainable, and accessible applications. Additional work included UI/UX design, CI/CD pipeline management, AI workflow development, and creation of internal documentation and developer tools.

### Nimble Collective Inc - UI Lead Engineer

Nov 2018 - May 2019

Following the acquisition of RGB Notes, I was hired to integrate its SaaS web application into the Nimble Collective studio platform. Led a complete refactor of the RGB backend API (migrating from PHP to Django) to align with Nimble's product vision, enabling seamless interaction between Nimble's streaming workstation platform and the RGB media review system.

### RGB Notes - Founder, Product, UI & UX Developer

Feb 2008 - Nov 2018

Designed, built and delivered a subscription based web service that allowed seamless collaboration between artists RGB Notes provided state-of-the-art video review, storyboarding and annotation tools. Proudly supported customers such as Nimble Collective, Chapman University and AnimSchool.

### AnimSchool.com - Instructor

Jun 2016 - Nov 2019

Taught online courses and helped improve assignments and assets for *Intro to Maya* and *Intro to Rigging*.

### BlueSky Studios - Animation Technical Director

Dec 2015 - Apr 2016

Revamped BlueSky's proprietary animation workflow toolset. Worked with animation, pipeline, rigging and software departments to deliver new and improved tools which optimized artist workflows to accomplish higher-quality content at a faster pace.

### Rhythm & Hues Studios - Lead Character Animator, Production Tool Development

Dec 2004 - Apr 2013

Contributed as a lead character animator on 19 feature films, including two Academy Award-winning productions. Led the animation department's technology and pipeline initiatives, driving key decisions that improved workflow, production tools, and artist efficiency across five global studio locations. Experience ranges from animating high-profile feature shots to leading department-wide technical development, enhancing both the speed and quality of animation delivery.

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## EDUCATION & CERTIFICATIONS

### Academy of Art University

Bachelor of Fine Arts (BFA), Animation - 2005  
San Francisco, CA

### Herron School of Art and Design

Digital Arts program - 1998  
Indianapolis, IN