

## ■ Career Objective:

With a broad spectrum or "hybrid" experience in 2D/3D animation, motion graphics, video, web, and print, in many industries, I am seeking a collaborative creative environment, with teamwork to create amazing graphics that explain and illustrate complex ideas. I also bring my project and people management skills to the team.

## ■ Accomplishments:

- created an animation that received government approval for a \$200 million barging operation
- created an architectural fly through animation to award an \$88 million stadium renovation
- settled a \$14 million law case with an animation
- received a standing ovation with immunology animation
- Over 91% of law cases using my visuals were either won or settled

## ■ Qualifications:

- Strategically planned, scheduled and executed projects for multi-disciplinary teams on time, and within budget.
- Managed local, remote, and overseas employees and freelancers
- Met clients face-to-face for presentations, listened to their needs, collaborated with technical and medical experts, prepared proposals, and worked as part of multi-disciplinary teams.
- Used 3D visualization and animation software to illustrate architecture, physics, motion dynamics, mechanical devices, medical procedures, product visualizations, and natural phenomena
- Extensive practical hands-on experience as owner and manager of small businesses
- Designed and built websites; including e-commerce, print advertisements, brochures, booklets, newsletters, and conference materials

## ■ Skills:

### Technical Skills:

- project management
- extensive 3D modeling and animation abilities
- excellent observation and perception skills
- high proficiency with Mac, UNIX, Windows, Autodesk Maya, After Effects, Illustrator, Photoshop, Gantt Charts, InDesign, Keynote, Excel, PowerPoint, Dreamweaver, Fireworks, and WordPress
- film & video production and graphic design
- technical writing
- knowledge of physics, mechanics, and ergonomics
- traditional model building with wood, plastic, metal, foam, lucite, fabric, RTV rubber molds, and graphics

### People Skills:

- team leader, public speaking, and training experience
- team player, excellent listener and personable
- excellent communicator through 3D graphics, sketches, models, and the spoken and written word
- great liaison between technical and non-technical people

## ■ Work Experience: Current

**3D Technical Animation**, Canton, GA  
Owner / Project Manager / CG Director  
August 1997 - Current **(16 years)**

After freelancing I founded a business creating 3D animations for the legal, engineering, medical, architectural, and advertising industries. Animated projects include; medical procedures, physics and motion dynamics for personal injury legal cases, mechanical devices, product operation, architectural visualization, character animation, timelines, product visualization, and virtual environments. I manage all projects and all local, remote, and overseas animators and graphic artists.

**Presbyterian Association of Musicians**, Louisville, KY  
Digital Media Director  
October 2001 - Current **(12 years)**

Create all media to represent non-profit professional association. This includes; website, advertising, brochures, booklets, conference materials, and newsletters. I also manage the online registration system and back-end details for multiple conferences for 4,000 conferees.

## ■ Work Experience: Past

**WebSpigot**, Woodstock, GA  
Owner / Website Developer  
May 2007 - February 2012 **(5 years)**

Founded a web development company to design and build websites of all sizes and industries including attorneys, restaurants, physicians, online stores, etc. I managed all projects and a team of three full-time, one part-time, and many freelancers. I built and sold the company. UX design

**ScaleTree.com**, Louisville, KY  
Owner / Product Developer  
May 2001 - December 2006 **(5 years)**

Developed a line of realistic model trees for the architecture, special effects, and hobby industries. My roles included; building prototypes, sourcing manufacturers in China, and package design. Our products were used in the 2005 King Kong movie.

**Diamond Studios**, Birmingham, AL  
Digital Effects Designer  
August 1991 - September 1997 **(6 years)**  
Started a CGI department and grew it to a team of four.

## ■ Education:

**Northern Illinois University**, DeKalb, IL  
June 1987 - May 1989  
Degree: Bachelor of Fine Arts, Electronic Media

**University of South Florida**, Tampa, FL  
August 1984 - 1986 Studied Computer Technology and Cinematography