

## Objective

Advance technical and artistic skills as rigger through an internship in an ambitious, creative and professional environment.

## Work /Experience

### RIGGING INTERNSHIP

Sep, 2010 - Nov,2010

Sony Pictures Imageworks

- o Worked in the development and testing of SPI tools and systems
- o Trained in facial setup, body rigging, and tool creation
- o Trained in SPI pipeline

## Education

### SAVANNAH COLLEGE OF ART AND DESIGN

- o BFA in Animation

Graduate Nov, 2011

## Professional Skills

### SOFTWARE

- o Maya, Houdini, Mental Ray, After Effects, Premiere, Photoshop, Illustrator

### OPERATING SYSTEM

- o Linux, Windows, Mac

### PROGRAMMING

- o Python, Mel, HTML

### CURRENTLY LEARNING

- o RenderMan, prman, RSL (RenderMan shading Language)

## Awards/Honors

### PORTFOLIO AND ACADEMIC SCHOLARSHIP

Mar, 2007-Present

Savannah College of Art and Design

- o For excellence in both academia, and the arts

### DEAN'S LIST

Nov, 2007-Present

Savannah College of Art and Design

- o For maintaining academic excellence through college

### BURKE AWARD BEST ART/ANIMATION PIECE

Feb, 2005

The People's Channel

- o For best animation short.

## References and reel given upon request