

**EDUCATION:****Art Center College of Design, Pasadena, California.**

Bachelor of Fine Arts – Illustration, December 2006

**EXPERIENCE**

2/03 to 9/05

**Roger Boyce, Warner Bros. - Burbank, CA**

Concept Designer - Freelance - Concept designs and finished art for various projects for and related to Warner Bros. Produced designs on demand for proposals, as well as Key art for Characters, Vehicles and promo posters.

8/02 to 3/03

**Platinum Studios, Beverly Hills, CA**

Character Designer - Freelance - Visual Development, Character designs and finishes for the Platinum Studios Universe. Producing designs on demand for Film and TV proposals, as well as for the general character bible for the studio.

7/02 to 8/02

**Romp Films, Santa Monica, CA**Illustrator/ Animator – Full time - Illustrated and Animated Characters for the Flash based film "National Lampoon's Jake's Booty Call". Information can be seen at [www.theromp.com](http://www.theromp.com)

1/02 to 11/03

**Seiniger Advertising Group, Beverly Hills, CA**

Illustrator - Freelance - Character illustrations and backgrounds for Video Game Packaging including "Spawn: Armageddon", "Rayman Arena", "Battle Realms 2", "Shrek" (Two Versions), "Lady Sia", "Don't Call Me Max", "Bounty Hunter" and "Whirl Tour". Assisted with other artists on illustrations and concepts for Theatrical Advertising including "The Hulk", and "Bulletproof Monks". Also produced illustrations for advertising of the television Series "Monk".

2/02 to 5/02

**Woo Agency, Culver City, CA**

Storyboard Artist - Freelance - Produced storyboards for "The Zone Diet", and "Fatburger"

5/02

**Ignited Minds, Culver City, CA**

Illustrator - Freelance - Concepts and sketches for the box cover artwork of the Video Game for Activision's "Blade 2".

7/01

**Playstation Magazine , CA**

Illustrator - Freelance -Produced an Illustration for Playstation Magazine #47. Bikini Game Girls.

5/01 to 3/02

**TidalWave Studios, Los Angeles, CA**

Comic Book Illustrator - Illustrated "The Legend of Isis" which was published in February of 2002. Also designed a variety of characters which have been used for the books. Illustrated covers and pin-ups for many of the books.

9/00 to 5/01

**Top Cow Productions, Beverly Hills, CA**

Comic Book Illustrator - Illustrated and assisted in a variety of books. Including "The Witchblade" in "The Cow #2", Pages in "Overkill #2", Pinup work in "Fathom", and 500 Hand drawn sketch cards included as chase cards in the Fathom Trading Card Set.

**SKILLS**

Traditional Drawing and Painting in all media, Concept Design, Visual Development of Characters, Environments, Vehicles and Props, Dynamic Anatomy, Storyboarding, and Comicbook illustration.

Computer Skills: Photoshop, Painter, Maya, After Effects, Illustrator, Word, and Exel.

**RECOGNITIONS**

Featured Artist in Wizard Magazine July 2001 "Rising Stars"

**INTERESTS**

Video Games, Movies, Soccer, Baseball, Football, and Basketball.

**REFERENCES**

Available upon Request