

WORK EXPERIENCE

Seneca Polytechnic - Professor of Design Jan 2021 - Present

- Helped spearhead Seneca's new visual development program, resulting in a 90% increase in applications
- Modernized Design curricula for Seneca's entire Animation program, implementing industry standard software training, including use of 3D, Adobe Creative Suite and Shotgrid
- Built project based design processes and creative frameworks, improving student performance and design quality as measured by industry professional portfolio review panels

Mainframe Studios - Art Director Jan 2021 - Aug 2023

- Took over leadership of a team of 5 designers that had fallen behind due to major departmental disruptions, increasing productivity and consistently meeting deadlines while maintaining high quality design concepts and breakdowns
- Cross-functionally collaborated with directors, and department heads to oversee creative vision of toyetic Mattel IP through concept to 3D
- Contributed to 2D and 3D productions as a senior and lead designer, delivering character, prop and location concepts in various styles, mentoring teams and working cross-functionally to flag and resolve issues

Guru Studio - Senior Designer Jun 2021 - Dec 2021

- Served as the main character designer on a new 3D Netflix series, producing main and secondary characters, as well as props and fx designs

Jam Filled Entertainment - Senior Designer Feb 2021 - Mar 2021

- Worked on visual development of main and secondary characters on an early stage Spin Master spin off series, exploring style and art direction for toyetic designs
- Contributed various designs on a season of Bubble Guppies

House of Cool Inc. - Designer Feb 2020 - Feb 2021

- Produced concepts for multiple locations, props and characters, including colorscripts and matte paintings on season one of Pretzel and the Puppies for Apple TV

Guru Studio - Designer & DMP Artist, 3D Layout Lead Jun 2015 - Feb 2020

- Produced location, character and prop designs on three seasons of Paw Patrol, including spearheading all matte painting assets, working with CG Supervisors to identify opportunities for DMP, and occasionally working in 3D to produce designs
- Created visual development artwork and DMP for various studio tests, pitches and productions
- Led a team of 4, as 3D layout lead, leading quality assurance and working cross-functionally with story, previs, animation and finaling departments to prevent and resolve technical issues for two seasons of Paw Patrol

SKILLS & TOOLS

Skills: Leadership, Art Direction, Training & Mentorship, Project Management & Communication, Character, Location and Prop Design, DMP & Colorscribing, Technical Troubleshooting & Problem Solving, Design Breakdowns & Packeting, Documentation, Organisation, Process and Workflow Development

Tools: Photoshop, Illustrator, Blender, Maya, Autodesk Flow/Shotgrid, Google Suite, Microsoft Office

EDUCATION

Seneca Polytechnic - Animation