

Professional Experience

September 2020 - January 2026

Meta / Twisted Pixel Games - Austin, TX

Marvel's Deadpool VR

- Delivered high-fidelity realistic and stylized animations, including keyframe and mocap clean-up.
- Directed, led, and performed in motion-capture sessions as an actor to shape authentic character performances, enhancing narrative, gameplay readability, and VR comfort.
- Held full ownership of end-to-end animation execution including overseeing in-engine implementation and management of additional cross-discipline assets beyond core animation scope.
- Led and delivered several major animation initiatives across various areas of the game, while often serving as the sole animator.
- Defined various animation standards, best practices, and workflows adopted across the project.
- Acted as point-of-contact for animation across engineering, design, VFX, and production, resolving dependencies and unblocking teams.
- Collaborated on the design, improvement, and ongoing support of tools, systems, previz-workflows, and pipelines across the game production lifecycle.
- Served as the in-house Animbot and animation tools specialist, owning and delivering comprehensive support through guidance, troubleshooting, and workflow optimization to improve animator efficiency and consistency.
- Authored and maintained in-depth animation documentation. Including standard and advanced how-to guides, optimized workflows, best practices, edge-case solutions, and production tips—while hosting and leading mentorship, knowledge-sharing, and FAQ sessions to elevate team-wide animation quality, consistency, and efficiency.
- Partnered closely with the QA team to support quality control testing, troubleshooting, and bug fixing, helping identify issues early and ensuring stable, finessed in-game results.

April 2020 - September 2020

Supersseed Studios/ Art Bully Productions/ Gizmo Animation Studio - Miami, FL

Creed: Rise to Glory - Championship Edition/ Rogue Company/ Microsoft Title (Unannounced)

- Animated realistic gameplay and cinematic content, including keyframe and mocap clean-up for AAA titles and Microsoft projects.

October 2019 - April 2020

The Sequence Group - Vancouver, BC

Disney Mirrorverse, Upside-Down Magic (Disney+ original movie), Minecraft Legends,

In-house company promo

- Led animation tasks and supported shot direction on major client productions.
- Delivered hero shots and high-fidelity stylized and realistic character animation for in-game cinematics and lunch trailers.

Earlier Career

Senior Animator / Animator | 2009 – 2019

Contributed high-quality character animation across AAA games, feature films, television, and cinematics for major studios and global IPs, while leading animation tasks and small teams on select projects—supporting shot planning, execution, and final delivery across realistic, stylized, and creature animation using keyframe, mocap cleanup, retargeting, and in-engine workflows.

Studios & Clients

- Moving Picture Company (MPC) – Vancouver, BC
- Digital Domain – Vancouver, BC
- Zoic Studios – Vancouver, BC
- Rainmaker Entertainment – Vancouver, BC
- Bardel Entertainment – Vancouver, BC
- Telltale Games
- Animatic Media
- Hydrogen Whiskey Studios
- National Geographic
- Avianca, Nissan, Walt Disney World Resort, P&G

Project Highlights

- Aquaman, Pokémon Detective Pikachu, Maleficent: Mistress of Evil, Sonic the Hedgehog
- Thor: Ragnarok, Avengers: Infinity War, A Wrinkle in Time, Shadow
- The Walking Dead (Seasons 2–3), The Walking Dead: Michonne
- Marvel's Guardians of the Galaxy, Tales from the Borderlands, Game of Thrones
- Skylanders: Trap Team, Skylanders: SuperChargers
- Barbie Dreamhouse, All Hail King Julien
- Disney's Once Upon a Time, Imaginary Mary

Core Skills

Gameplay Animation • Cinematic Animation • VR Animation • Realistic & Stylized Animation
Keyframe Animation • MoCap-Cleanup • Performance Acting • In-Engine Implementation
3D Modeling • Shot-Finaling • Previz • Maya • Unreal Engine • Motion Builder

Education

Full Sail University - Orlando, FL
Art Instruction Schools - Minneapolis, MN

B.S. in Computer Animation
Fine Arts Degree