

SCHOOL	DATES	EDUCATION	DISTINCTIONS	Notes
University of Colorado Denver	08/2006 to 12/2009	<ul style="list-style-type: none"> • Bachelor of Fine Arts in Writing & Directing for Theatre, Film, & Television • Minor in Music Industry Studies 	<ul style="list-style-type: none"> • Graduated Cum Laude • Awarded "Outstanding Graduate" 	<ul style="list-style-type: none"> • Recognized with the "Outstanding Graduate" award for exceptional academic and creative achievements. • Achieved Cum Laude honors, showcasing a commitment to academic excellence and mastery in the field of writing and directing. • Acquired a thorough understanding of narrative techniques and the principles of storytelling across different media. • The minor in Music Industry Studies provided a robust understanding of the music business, enriching my multimedia production skill set. • Developed a strategic approach to creative project management and a technical understanding of film production, preparing for a versatile career path in various industries.

Place	Position	Location	Dates	My Contributions
OCTAGON	MOTION GRAPHICS ARTIST	REMOTE	4/2022 to 11/2022	<ul style="list-style-type: none"> • Spearheaded the development of detailed 3D renderings for large-scale interactive brand experiences for clients like Heineken, effectively translating complex visions into immersive visual presentations in a fully remote work environment. • Developed dynamic video content for a high-profile event in Los Angeles, highlighting football legends and entertainers. Leveraged Amazon's Thursday Night Football branding to create responsive animations that celebrated key moments in real-time, elevating the live experience for attendees and online viewers. • Played a key role in conceptualizing, designing, and animating Kaiser Permanente's in-arena ad campaign, incorporating demographic research to tailor content to specific audiences, and combining creative design skills with strategic thinking. • Managed and updated numerous in-arena advertising campaigns for clients such as Home Depot, ADT, and Kaiser Permanente, revitalizing existing campaigns and seamlessly integrating new content, demonstrating technical proficiency and attention to detail.

Client	Studio	Project	Date	Role	My Contribution
(SELF-INITIATED)	PRETTY PEOPLE PICTURES	INFECTION	2020	PRODUCER, MOTION GRAPHICS, COMPOSER	<ul style="list-style-type: none"> Innovative Filmmaking Techniques: Pioneered the use of practical effects using a mix of ferrofluid, UV inks, and glow stick fluid, manipulated with various magnets to create unique visual effects. High-Quality Cinematography: Utilized advanced cinematography techniques, capturing images on a Red Weapon VV at 6k resolution, showcasing proficiency in high-end camera equipment and macro photography. Creative Visual Effects Design: Designed and executed the motion graphics for the project, effectively translating the filmed content into a cohesive and visually appealing narrative. Collaborative Production Effort: Played a pivotal role in the production process, working alongside team members Jon and Annie to manage the practical effects and capture the desired shots. End-to-End Project Management: Managed the project from conception to finalization, demonstrating comprehensive skills in overseeing both the technical and creative aspects of independent filmmaking. Custom Music Composition: Composed a tailor-made soundtrack to complement the film's unique visual style, further highlighting my versatility as both a filmmaker and a composer.
IFC MIDNIGHT	PRETTY PEOPLE PICTURES	RENT-A-PAL	2020	PRODUCER, VISUAL EFFECTS, COMPOSER	<ul style="list-style-type: none"> Produced and played a key role in visual effects and soundtrack for this feature film. Demonstrated expertise in project management and creative production. Successfully collaborated with major networks, leading to release on IFC Midnight and availability on Hulu.
ARROW ELECTRONICS	ELEVATION DIGITAL MEDIA	MOBILITY	2016	DIRECTOR, VISUAL EFFECTS	<ul style="list-style-type: none"> Directed the inaugural brand film for Arrow's FiveYearsOut "V" series, produced by Elevation Digital Media. Overcame creative challenges like trick photography and a single, uncut take to deliver an exceptional film. Won a Telly Award for Best Production Design, recognized for outstanding creative direction and project management.
1091 MEDIA	PRETTY PEOPLE PICTURES	EAT	2014	WRITER, DIRECTOR, EDITOR, COMPOSER, VISUAL EFFECTS	<ul style="list-style-type: none"> Took on multiple roles: writer, director, and editor of this award-winning feature film. Praised for innovative storytelling and distinctive visual style. Selected for the prestigious Sitges Film Festival, highlighting international acclaim and creative success.
(SELF-INITIATED)	PRETTY PEOPLE PICTURES	INCUBATOR	2010	WRITER, DIRECTOR, EDITOR, COMPOSER	<ul style="list-style-type: none"> Directed a critically acclaimed short film with a focus on intense psychological themes. Achieved global recognition, featuring in over 50 film festivals and winning 13 awards. Demonstrated a unique ability to connect with diverse audiences and convey powerful, thought-provoking stories.
(FILM SCHOOL PROJECT)	PRETTY PEOPLE PICTURES	THE HOUSE IN WINDSOR	2009	WRITER, DIRECTOR, EDITOR	<ul style="list-style-type: none"> Conceptualized and developed "The House in Windsor," a fake documentary-style film, which became an official selection at the 2010 Denver Film Festival. Demonstrated creative ingenuity in producing a compelling narrative within limited resources. Crafted an intricate fictional story of a serial killer in 1960s Colorado, skillfully intertwining historical events like the Charles Manson murders to enhance the film's realism and impact. Resourcefully sourced commercially available footage and photographs, integrating them seamlessly into the film to create a believable and immersive narrative, showcasing adeptness in digital media manipulation. Successfully managed the project from writing and directing to editing, illustrating proficiency in various aspects of filmmaking and a strong ability to deliver a complete, polished final product. Garnered recognition by winning the Colorado School of Arts and Media Digital Visions Best Production, equivalent to a 'best picture' award, highlighting the project's excellence in storytelling and production quality. Unintentionally initiated an urban legend around the film's narrative, leading to widespread online circulation and coverage in publications like The Fort Collins Coloradoan and The Windsor Beacon, underscoring the film's impact and cultural relevance.

Client	Studio	Project	Date	Role	My Contribution
NIKE	HOVERCRAFT	PLAY NEW / SUMMER OLYMPICS 2021	06/2021 to 7/2021	ANIMATOR	<ul style="list-style-type: none"> • Collaborated in a dynamic team environment to creatively integrate and adapt visual assets for a custom-designed Nike store installation, as part of the PLAY NEW Summer Olympics 2021 project. • Utilized advanced animation techniques to blend, modify, and enhance provided assets, ensuring alignment with the unique aesthetic and thematic requirements of the Nike brand. • Contributed to the project's visual storytelling by crafting compelling animations that resonated with the target audience, enhancing the overall customer experience in the Nike store.
ELASTIC	MASS FX MEDIA	CLOUD AZURE	05/2021	ANIMATOR	<ul style="list-style-type: none"> • Entrusted with the critical task of animating finished storyboards for the MASS FX MEDIA / CLOUD AZURE project, highlighting my ability to transform conceptual visuals into engaging, dynamic animations. • Employed a combination of artistic acumen and technical expertise in animation software to breathe life into storyboard concepts, effectively conveying the intended narrative and emotional undertones. • Played a pivotal role in the visualization process, ensuring seamless transition from storyboard to final animation, thereby contributing significantly to the project's storytelling and visual appeal.
HBO	MASS FX MEDIA	Q: INTO THE STORM	11/2020 to 3/2021	ANIMATOR	<ul style="list-style-type: none"> • Played a pivotal role in a high-stakes, Oscar-contending team assembled by Mass FX Media for HBO's Q: INTO THE STORM, operating under intense secrecy and sensitivity during the height of the COVID-19 pandemic. • Collaborated remotely on this top-secret project, referred to only as "Project 17", with all communications conducted via the encrypted service Signal and research via TOR, to ensure utmost confidentiality and security. • Specialized in animating screen-life elements using cutting-edge techniques, creating realistic and engaging digital environments that were crucial to the documentary's narrative, especially in the context of evolving current events. • Adapted swiftly to the project's fluid nature, with no "locked cut" in place, requiring continuous adaptability and the ability to respond promptly to changes, even days before episodes aired. • Demonstrated exceptional agility and resilience when the January 6th insurrection significantly altered the series' narrative, halting and then reshaping our work to align with the new direction. • Recognized for my expertise and efficiency by the production's creative director, leading to a mentorship role where I trained fellow team members in specific animation techniques, further highlighting my technical proficiency and leadership skills.
DOUBLE EDGE FILMS	(DIRECTLY WITH CLIENT)	CHILDHOOD 2.0	05/2020 to 9/2020	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Served as the lead motion graphics designer and animator for the CHILDHOOD 2.0 project, demonstrating a high level of creative leadership and technical proficiency. • Oversaw all aspects of motion graphics design and animation, from initial concept development to final execution, ensuring a cohesive and compelling visual narrative. • Worked closely with the client to understand their vision, translating complex ideas into engaging visual stories that effectively communicated the core messages of the project. • Utilized a diverse range of software and animation techniques to produce high-quality, innovative motion graphics that significantly enhanced the project's appeal and effectiveness. • Contributed to the project's widespread impact and visibility, with the final motion graphics work attracting over 3.8 million views on YouTube, showcasing the ability to create content that resonates with and captivates a large audience.
COLORADO UNIVERSITY	FUTURISTIC FILMS	ALL IT TAKES IS ONE	09/2019	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Spearheaded the animation for Colorado University's 'All It Takes Is One' commercial, employing a combination of 2D and 3D animation techniques. • Created a captivating sequence featuring a photorealistic Earth zooming out into space, showcasing technical proficiency and creative innovation. • Ensured the animation was not only visually impressive but also conveyed the commercial's core message effectively, blending artistic skill with narrative purpose. • This project stood out due to the commercial's longevity, as it was broadcast locally for several years, reflecting the enduring impact and appeal of the work. • Demonstrated the ability to create content that resonates with a wide audience, contributing to the commercial's extended run and positive reception. • The success of this animation highlighted my versatility in handling various animation styles and techniques, cementing my reputation as a skilled animator in commercial productions.
BARK	DOUBLE EDGE FILMS	STONEFISH	08/2019 to 12/2019	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Undertook the challenging task of creating graphics for a provocative and intense short video project with BARK, collaborating closely with director Jamin Winans. • Immersed in the disturbing and seedy underbelly of the internet to gather and sift through distressing images and messages, an effort to make the project's graphics as authentic and impactful as possible. • Focused on creating a dark, visually compelling design scheme that incorporated real videos, photos, and messages received by BARK, ensuring the content was both haunting and true to the project's goals. • Developed intricate visual details like depth of field adjustments, pixelation for screen close-ups, and adding realistic touches like fingerprints and smudges on screens, to enhance the grim and unsettling atmosphere of the video. • Worked with sensitive material, reminding myself of the importance and serious nature of the project, particularly its target audience's vulnerability. • Contributed to a project that gained significant attention, including a feature on Good Morning America, highlighting the critical issue of online safety for children and teenagers.
NOVA GROUP, GBC	(DIRECTLY WITH CLIENT)	SITELINK	08/2019 to 10/2019	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Entrusted with the end-to-end development of the SITELINK project, reflecting my ability to understand and translate client needs into a comprehensive design and animation strategy. • Spearheaded the design process from conceptualization to execution, demonstrating proficiency in creating compelling visual narratives aligned with the project's objectives. • Pioneered the use of Adobe Character Animator software to develop a dynamic and realistic character, showcasing innovative animation techniques and efficient use of technology. • Leveraged my laptop's camera for real-time motion capture, significantly streamlining the animation process and reducing production time without compromising on quality. • Successfully delivered all project deliverables within the stipulated timeframe, ensuring client satisfaction and project excellence through individual effort and technical expertise.

Client	Studio	Project	Date	Role	My Contribution
WOODWARD	HOVERCRAFT STUDIO	WE LIVE THIS	09/2019	ANIMATOR	<ul style="list-style-type: none"> Tasked with the creation of dynamic social media graphics for the WE LIVE THIS project, showcasing my ability to produce visually engaging and trend-setting content. Leveraged advanced animation techniques to develop captivating graphics that effectively communicated the project's key messages and resonated with the target social media audience. Played a pivotal role in enhancing the project's digital presence, contributing to increased engagement and visibility across various social media platforms.
MERCED COUNTY	CHEERFUL GIVING	FOOD BANK	08/2018	ANIMATOR	<ul style="list-style-type: none"> Tasked with the vital role of animating finished storyboards for the CHEERFUL GIVING / FOOD BANK campaign, showcasing my expertise in bringing static visuals to life through animation. Utilized a blend of artistic flair and technical animation skills to translate storyboard concepts into engaging and meaningful animated sequences, effectively conveying the campaign's message. Contributed to the visual storytelling of the campaign, enhancing its impact and appeal, and playing a key role in promoting the Food Bank's mission and initiatives.
NIKE	HOVERCRAFT STUDIO	PEGASUS TURBO	07/2018	ANIMATOR	<ul style="list-style-type: none"> Entrusted with the innovative task of creating custom animations for the NIKE PEGASUS TURBO campaign at selected Nike store locations, demonstrating my adaptability and creative acumen. Skilfully blended, modified, and curated a range of assets to align with the unique aesthetic of the PEGASUS TURBO theme, showcasing my ability to interpret and materialize client vision. Employed a mix of traditional and digital animation techniques to produce dynamic and visually striking content, enhancing the in-store customer experience and product appeal.
NIKE	HOVERCRAFT STUDIO	2018 WORLD CUP	06/2018	ANIMATOR	<ul style="list-style-type: none"> Tasked with the creative challenge of developing a unique set of animations for each country represented in the World Cup with a Nike jersey, highlighting my capacity for managing large-scale, diverse projects. Demonstrated exceptional attention to detail and brand sensitivity by tailoring animations to match the branding and cultural elements of each country, ensuring authenticity and resonance with a global audience. Successfully maintained a consistent style and execution across all animations, showcasing my ability to create a unified visual narrative while celebrating the distinctiveness of each nation.
NIKE	HOVERCRAFT STUDIO	TAP INTO THE GAME	05/2018	ANIMATOR	<ul style="list-style-type: none"> Played a pivotal role in the TAP INTO THE GAME campaign, utilizing a range of assets to create immersive and interactive animations specifically designed for Nike store locations. Demonstrated creative versatility and technical expertise by blending, editing, and tailoring assets to complement the dynamic and engaging theme of the campaign. Focused on enhancing the in-store customer experience, my animations were integral in creating an interactive environment that resonated with Nike's active and energetic brand identity.
NIKE	HOVERCRAFT STUDIO	HOUSE OF HOOPS	04/2018	ANIMATOR	<ul style="list-style-type: none"> Entrusted with the role of animator for the HOUSE OF HOOPS campaign, blending and editing assets to seamlessly fit the unique design requirements of Nike store locations. Leveraged my passion for and knowledge of NBA basketball to make strategic contributions to the layout and design of the project, ensuring a more authentic and fan-centric experience. Proactively identified and rectified a potentially sensitive design choice involving player representation, demonstrating my keen understanding of basketball culture and current events. This change was well-received by both Hovercraft Studio and Nike, reflecting my commitment to detail and brand alignment. Employed a blend of artistic and technical skills to ensure that the final animations not only met but exceeded client expectations, adding significant value to the project.
NIKE	HOVERCRAFT STUDIO	AIR MAX DAY '18	03/2018	ANIMATOR	<ul style="list-style-type: none"> Tasked with creating vibrant and iconic animations for the AIR MAX DAY '18 celebration, a key event in Nike's calendar, showcasing my ability to work on high-profile and time-sensitive projects. Skilfully mixed, mashed, and edited a variety of assets to align with the custom design themes of Nike store locations, reflecting a deep understanding of the brand's visual language. Focused on creating animations that captured the spirit of Air Max Day, combining contemporary design with a nod to Nike's rich heritage, thereby enriching the in-store atmosphere and customer experience. Contributed to the overall success of the event by delivering visually compelling content that celebrated the legacy and innovation of the Air Max brand.
DRIFT MASTERS, BRITISH DRIFT CHAMPIONSHIP, IRISH DRIFT CHAMPIONSHIP	ADRENALINE GARAGE	BROADCAST PACKAGE	03/2018	DESIGNER, ANIMATOR, DEVELOPER	<ul style="list-style-type: none"> Spearheaded the design and development of the entire broadcast graphics package for DRIFT MASTERS, showcasing my versatility and expertise in both design and technical development. Employed innovative 2.5D techniques to simulate a dynamic 3D aesthetic within the constraints of a limited budget, effectively elevating the broadcast's visual quality without the need for complex 3D modeling. Custom-built the graphics package to be seamlessly compatible with the client's proprietary software, demonstrating my ability to tailor solutions to specific technical environments. The project was inspired by and evolved from my successful 2016 Formula Drift package, reflecting my capacity to innovate and adapt previous designs to new and diverse applications. Focused on creating visually striking and dynamic graphics that enhanced the viewing experience, aligning with the high-energy and adrenaline-fueled nature of the sport.
NIKE	HOVERCRAFT STUDIO	THE 1 REIMAGINED	02/2018	ANIMATOR	<ul style="list-style-type: none"> Entrusted with the dynamic task of animating for THE 1 REIMAGINED campaign, a project that involved creatively reinterpreting classic Nike designs for modern store settings. Expertly mixed, mashed, and edited a diverse array of assets to align with the innovative and fresh theme of the campaign, showcasing my ability to blend tradition with contemporary style. Focused on creating animations that not only resonated with Nike's iconic heritage but also appealed to a modern audience, enhancing the in-store experience through engaging visual storytelling. Contributed to redefining the visual language of Nike's classic products, ensuring that the animations captured the essence of the brand's evolution while staying true to its roots.

Client	Studio	Project	Date	Role	My Contribution
NIKE	HOVERCRAFT STUDIO	SUPERBOWL 52	01/2018	ANIMATOR	<ul style="list-style-type: none"> • Played a central role in the animation process for the high-profile SUPERBOWL 52 campaign at Nike store locations, a testament to my capability in managing large-scale, prestigious projects. • Developed a custom setup in After Effects, enabling a realistic pre-visualization of how the final graphics would appear in-store, thus facilitating effective client review and feedback. • Coordinated closely with a motion graphics artist and a creative coder, integrating their work into cohesive animations that reflected the color palettes of the Eagles and Patriots, enhancing the thematic relevance of the campaign. • Responsible for the intricate task of mixing, mashing, and editing various elements, and then mapping these onto the store layout, ensuring a harmonious and visually impactful display. • Acted as the key liaison for revisions, bridging the gap between creative conception and final execution, ensuring that all animations were synchronized and aligned with the overall vision of the project.
NIKE	HOVERCRAFT STUDIO	EQUALITY	01/2018	ANIMATOR	<ul style="list-style-type: none"> • Spearheaded the animation for the EQUALITY campaign, my inaugural project with Nike and Hovercraft Studio, where I exceeded expectations and set a high standard for future collaborations. • Employed a creative and meticulous approach to mix, mash, and edit assets, ensuring they perfectly aligned with the custom design requirements of Nike store locations. • My work on this project was pivotal in establishing a strong rapport with the main creative director at Hovercraft, showcasing my ability to understand and execute the creative vision effectively. • The success of this project not only demonstrated my technical and creative prowess but also cemented my position as a trusted animator, leading to numerous subsequent projects with Nike. • Contributed significantly to the campaign's message of equality through visually compelling animations, enhancing the project's impact and resonance with its audience.
BRECKENRIDGE	FUTURISTIC FILMS	SPRING	11/2017	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Following the success of the Winter Nightlife campaign, led the design and animation for Breckenridge's SPRING campaign, injecting new life into the seasonal promotion. • Updated and refined the motion graphics to align with the fresh and vibrant theme of spring, demonstrating my ability to evolve and adapt designs to fit different seasonal moods. • Utilized updated footage and subtly enhanced graphics, ensuring that the campaign retained its core identity while resonating with the energy and freshness of the spring season. • My work contributed to a cohesive and visually appealing year-round campaign narrative, demonstrating consistency in quality and adaptability in style.
BRECKENRIDGE	FUTURISTIC FILMS	WINTER NIGHTLIFE	07/2017	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Tasked with the design and animation of Breckenridge's WINTER NIGHTLIFE seasonal campaign, transforming client-approved storyboards into dynamic motion graphics. • Skillfully edited footage to align with the storyboard's narrative flow, ensuring a seamless and engaging visual story that captured the essence of the campaign. • Recreated and animated the designs from the storyboards, utilizing a combination of artistic flair and technical expertise to bring the campaign's vision to life. • The success of this project was marked by its high impact and viewer engagement, leading to its continuation into a Spring campaign, underscoring my contributions to its effectiveness and appeal.
MUDROOM BACKPACKS	FUTURISTIC FILMS	LOGO ANIMATION	06/2017	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Innovatively designed and animated a dynamic logo for Mudroom Backpacks, showcasing the brand's unique feature of shoe storage. • Conceptualized and executed the animation, starting with shoes being 'drawn' onto the screen, followed by the Mudroom backpack which then rotates to reveal a pair of shoes sliding into its side pocket. • Hand-drew all elements, including various shoes and backpack frames, in Adobe Illustrator, ensuring custom and brand-specific design details. • Transitioned to After Effects for the animation phase, applying my expertise to create a fluid and engaging motion that effectively communicates the product's key feature. • The final animation not only served as an eye-catching logo but also functioned as an advertisement, demonstrating the backpack's unique selling point in a visually compelling manner. • My role in this project was pivotal in delivering a creative and functional animation, enhancing the brand's identity and marketing strategy.
AVEDA	FUTURISTIC FILMS	GLOBAL GREENGRANTS FUND	02/2017	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Played a key role in the refurbishment of the Global Greengrants Fund promotional video during a three-month tenure as a permalancer at Futuristic Films. • Committed to contributing positively to a charitable initiative, focusing on delivering a high-end, cinematic feel to the project without any cost to the client. • Utilized advanced 3D animation techniques to create a dynamic representation of the Earth, seamlessly overlaying footage on various countries where the Global Greengrants Fund operates. • Demonstrated a blend of technical expertise and creative vision, producing a visually stunning animation that was both informative and engaging. • Achieved the client's objective of elevating the promotional video to a high-budget appearance, effectively aiding their fundraising efforts and enhancing their global impact. • Received commendation for the exceptional quality of work, reflecting the studio's commitment to supporting non-profit endeavors through professional-grade creative services.

Client	Studio	Project	Date	Role	My Contribution
SCL	FUTURISTIC FILMS	STROKE AWARENESS CAMPAIGN	11/2016	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Led the creative design and animation for a crucial stroke awareness campaign, producing three impactful commercials aimed at educating the public on recognizing stroke symptoms and understanding immediate actions to take. Designed and animated two 15-second advertisements exclusively with motion graphics, focusing on delivering vital health information in a visually engaging and accessible format to maximize audience comprehension and retention. For the extended 90-second advertisement, creatively repurposed stock footage to align with our educational narrative, demonstrating skill in adapting existing content to new, meaningful contexts. Strived for a delicate balance in the commercials between aesthetic appeal and the imperative of clear communication, ensuring that visual elements effectively complemented and enhanced the educational message without detracting from it. Contributed to a campaign that leveraged the strengths of visual storytelling to inform and educate on critical health issues, showcasing the potential of motion graphics to make a significant impact in public health awareness.
COLLEGE INVEST	FUTURISTIC FILMS	529 SAVINGS CAMPAIGN	08/2016	ANIMATOR	<ul style="list-style-type: none"> Tasked with the intricate process of compositing for the 529 SAVINGS CAMPAIGN, where I skillfully integrated a multitude of digital screen displays, including computers, phones, and tablets, into the commercials. Demonstrated proficiency in creating a seamless visual experience, ensuring that the composited screens blended naturally into the live-action footage, enhancing the overall narrative and viewer engagement. Responsible for animating the main logo at the end of each commercial, a critical element in reinforcing brand identity and concluding each message with a strong visual impact. My role was instrumental in creating a cohesive and polished final product, contributing significantly to the campaign's professional and engaging appearance.
MEQUILIBRIUM	SPILLT	VARIOUS VIDEOS	04/2016 to 07/2016	ANIMATOR	<ul style="list-style-type: none"> Collaborated as part of a large team of character animators on an e-learning series focusing on mental health, contributing to numerous scenes that combined educational content with engaging visual storytelling. Specialized in traditional motion graphics and text animation, bringing complex concepts about mental health to life in a way that was accessible and relatable to viewers. Utilized "rubber hose" animation software within After Effects to create fluid and expressive character animations, enhancing the series' educational and entertainment value. Managed and expanded an extensive library of elements, locations, objects, and background characters, ensuring a rich and varied visual palette for each video. Demonstrated creativity and resourcefulness by designing new assets from scratch when required, contributing to the project's growing asset library and ensuring consistency and quality across the series. Worked closely with scripts to construct scenes that ranged from intimate, everyday moments to more imaginative scenarios, such as the main character MeQ encountering challenges like sleeplessness or surfing by a beach, thereby visualizing various aspects of mental health in an engaging manner.
FORMULA DRIFT	ADRENALINE GARAGE	FORMULA DRIFT 2016 REBRAND	12/2015 to 4/2016	DESIGNER, ANIMATOR, DEVELOPER	<ul style="list-style-type: none"> Led the major redesign of the FORMULA DRIFT 2016 broadcast graphics package, meeting specific challenges and needs set forth by the client, and creating a product that has been emulated by racing broadcasts worldwide. Integrated the graphics package with Adrenaline Garage's state-of-the-art broadcast software, revolutionizing the way Formula Drift's events were presented and perceived. Designed sleek, modern graphics that utilized the capability of broadcasting an embedded alpha channel, ensuring every element had a form of transparency to leverage the new technology effectively. Collaborated in developing a custom live scoring system that transformed viewers' understanding of the sport, making the judging process more transparent and engaging. Built dynamic graphic elements like the "Weather Bug" to accommodate various scenarios, ensuring versatility and comprehensive coverage. Created a user-friendly project file that allowed judges and the Adrenaline Garage team to input data for real-time graphic composites, making it a pivotal tool for live broadcasts. Contributed significantly to enhancing the storytelling aspect of Formula Drift, using graphics and video to provide context and heighten the excitement and understanding of the sport for viewers.
MEQUILIBRIUM	SPILLT	VARIOUS VIDEOS	11/2015 to 12/2015	ANIMATOR	<ul style="list-style-type: none"> Was part of a large team of character animators animating numerous scenes for this series of videos concentrating on viewers mental health. Engaged as a key member of a large team of character animators in the initial phase of the MEQUILIBRIUM e-learning series, which focused on mental health awareness and education. Contributed to the animation of numerous scenes, working collaboratively to develop content that was both informative and visually engaging for viewers. Played a pivotal role in setting the animation style and tone for the series, which would serve as a foundation for subsequent videos. Utilized a combination of traditional and digital animation techniques to create characters and scenarios that effectively conveyed complex topics related to mental health. My work in this early phase of the project laid the groundwork for its continued success, ensuring a strong visual narrative and a consistent style that resonated with the audience.
NEW BELGIUM	FUTURISTIC FILMS	INTERNAL SIZZLE REEL	09/2015	ANIMATOR	<ul style="list-style-type: none"> Tasked with designing and animating dynamic text animations for New Belgium's INTERNAL SIZZLE REEL, capturing the essence of the brand's gritty and eccentric identity. Employed a creative and unconventional approach to text animation, ensuring each piece resonated with New Belgium's distinctive branding and enhanced the overall visual appeal of the reel. Focused on creating animations that were not only visually striking but also conveyed the brand's message in an engaging and memorable manner, contributing to a compelling narrative. My work on this project exemplified a seamless blend of artistic vision and brand alignment, delivering content that was both aesthetically pleasing and representative of New Belgium's unique character.

Client	Studio	Project	Date	Role	My Contribution
CHARTER	ELEVATION DIGITAL MEDIA	TARGETED ANALYSIS	04/2015	ANIMATOR	<ul style="list-style-type: none"> • Entrusted with the complete design and animation of the TARGETED ANALYSIS video for Charter, showcasing my ability to manage a project from concept to final execution. • Diligently adhered to Charter's visual branding guidelines, ensuring that the video not only resonated with their corporate identity but also enhanced the brand's visual communication. • Employed a blend of sophisticated animation techniques to create a video that was both informative and visually engaging, effectively communicating the targeted analysis in a clear and compelling manner. • Demonstrated versatility and creativity in visual storytelling, translating complex information into an accessible and aesthetically pleasing format, which was well-received by the intended audience.
VARIOUS	MVAR MEDIA	2014 POLITICAL CYCLE	08/2014 to 10/2014	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Collaborated as part of a nimble team on dozens of 30-second political commercials for the 2014 election cycle, demonstrating my ability to work in a high-pressure, fast-paced environment. • Played a versatile role in editing, designing, and animating each ad, with a keen focus on tailoring the content to appeal to targeted audiences and deliver the intended message effectively. • Managed the complete production of each ad independently (excluding the final sound mix), showcasing my comprehensive skill set in video editing, motion graphics animation, and content creation. • Applied strategic thinking to ensure that the political message resonated with voters, combining visual storytelling with persuasive communication techniques. • This project represented my third involvement in a political cycle, showcasing an ongoing commitment and growing expertise in politically themed media production.
DOUBLE EDGE FILMS	(DIRECTLY WITH CLIENT)	THE FRAME	05/2014 to 06/2014	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> • Tasked with the unique challenge of designing and animating TV show intros for THE FRAME, a mind-bending motion picture, showcasing my versatility and creative adaptability. • Expertly mimicked the look and feel of popular broadcast television shows of the time, ensuring that the intros blended seamlessly into the film's universe while maintaining a distinct and authentic broadcast quality. • Applied a deep understanding of current TV trends and visual styles to create intros that were both believable within the film's context and resonant with contemporary audience expectations. • Beyond the motion graphics work, contributed significantly to the visual effects of the movie, which we will detail later, highlighting my broad skill set in both design and VFX. • My work on these intros played a crucial role in enhancing the film's narrative, adding depth and realism to its portrayal of a complex, layered universe.
SPECTRUM	FREED MOTION	SPORTSNET GFX	02/2014 to 05/2014	ANIMATOR	<ul style="list-style-type: none"> • Worked intensively at Freed Motion for several months on the SPORTSNET GFX project for SPECTRUM, involving the creation and customization of sports graphics for NBA, MLB, NHL, and MLB game schedules. • Tasked with integrating a wide array of SportsNet graphics and elements, meticulously tailoring each to reflect accurate and specific game details, including team logos, player information, colors, wordmarks, and dates. • Played a crucial role in identifying and correcting errors in team graphics, leveraging my extensive sports knowledge to ensure accuracy and authenticity in representations of various sports teams and their branding. • Contributed to developing a vast number of graphics under tight deadlines, showcasing my ability to manage complex, detail-oriented tasks efficiently and accurately. • My role not only emphasized my technical skills in animation and graphic design but also highlighted my deep understanding of sports culture and branding, which was vital in maintaining the integrity and appeal of the sports network content.
LUKE BRYAN	CHANGETHETHOUGHT	CONCERT VISUALS	1/2014	ANIMATOR	<ul style="list-style-type: none"> • Executed the animation of concert visuals for one of Luke Bryan's songs, enhancing the live performance experience with dynamic and visually stunning graphics. • Collaborated with Chris Cox for direction, art direction, and illustrations, ensuring a cohesive and engaging visual narrative that matched the energy of the live performance. • Developed a detailed "map" to outline the arrangement of the massive HD screen and additional larger screens, enabling the client to visualize the final presentation from the audience's perspective. • Transformed Adobe Illustrator files into captivating animations, contributing to a memorable concert experience by creating a visually mesmerizing backdrop for the performance. • Worked within an ambitious setup that included a massive central HD screen and multiple larger screens, each displaying separate but visually cohesive content, showcasing my adaptability and technical skill in executing complex visual projects.
XFINITY	ELEVATION DIGITAL MEDIA	APPSOLUTEY	12/2013 to 01/2014	ANIMATOR	<ul style="list-style-type: none"> • Entrusted with the complete design and animation of all motion graphics for XFINITY's fully-green screen production, APPSOLUTEY, demonstrating my extensive skill set in both design and animation. • Managed all aspects of green screen removal, showcasing my proficiency in post-production techniques and attention to detail in creating seamless visual effects. • Performed advanced 3D tracking and animated a dynamic 3D world, creating an immersive and interactive environment for the actor to engage with, thus enhancing the narrative and viewer experience. • My work on this project involved a blend of technical expertise and creative vision, ensuring that the final product was not only visually compelling but also aligned perfectly with the project's objectives. • Demonstrated my ability to handle complex and multifaceted tasks within tight deadlines, delivering high-quality graphics and animation that elevated the overall production value.
GLOBUS	CHANGETHETHOUGHT	SECRET AGENT	09/2013	ANIMATOR	<ul style="list-style-type: none"> • Leveraged advanced animation techniques to transform a conventional internal video into an engaging, dynamic piece, encapsulating a 60s spy theme to elevate the viewing experience. • Worked closely under the visionary art direction of Chris Cox, effectively translating his creative concept into animated sequences that captured the essence of a secret agent narrative. • Focused on turning static images and messages into captivating animations, ensuring the internal communication was not only informative but also entertaining for the audience. • Successfully integrated a cool 60s spy vibe throughout the animation, enhancing the storytelling aspect and making the internal video memorable and enjoyable for viewers. • Employed a variety of animation styles and techniques to bring the secret agent narrative to life, showcasing my ability to adapt and innovate within the realm of motion graphics.

Client	Studio	Project	Date	Role	My Contribution
VARIOUS	MVAR MEDIA	2012 POLITICAL CYCLE	08/2012 to 11/2012	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Served as the exclusive editor, motion graphics designer, and animator for MVAR Media Consultants during the pivotal 2012 political cycle, showcasing my ability to handle large-scale, high-pressure projects. Single-handedly managed the entire post-production process for hundreds of 30-second political commercials, each tailored to appeal to specific voter demographics and convey targeted messages effectively. Demonstrated exceptional skill in editing, designing, and animating, ensuring each advertisement resonated with its intended audience and adhered to strict broadcast standards for platforms like Extreme Reach. Oversaw the creative process from concept to delivery, maintaining consistent quality and messaging across a vast array of political content. My comprehensive role in this project highlighted my proficiency in managing extensive workloads, my attention to detail, and my ability to deliver persuasive, high-quality political communications within tight deadlines.
(CLASSIFIED)	ECOLLECTIVE	UNTITLED DATA PROJECT	06/2012	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Developed a cutting-edge, 2-minute presentation video for a pioneering streaming technology, designed to be showcased in boardroom meetings with detailed explanations by an engineer. Conducted a comprehensive tour of the technology facility, taking meticulous notes and photos to accurately understand and depict the innovative streaming technology being developed. Embraced the client's vision to mimic the visual style of "Tron: Legacy," translating the seemingly mundane world of servers and wires into a captivating sci-fi fantasy landscape that accurately represented the technology's functionality. Utilized Cinema 4D and After Effects to transform complex technical concepts into visually engaging content, demonstrating a high level of skill in 3D animation and motion graphics. Managed sensitive information with discretion, contributing to a project that would later become instrumental in pioneering streaming services for major cable networks, underscoring my ability to work on high-stakes, confidential projects.
MOUNTAIN WEST	LOYAL PRODUCTIONS	BROADCAST ADS	02/2012 to 06/2012	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Spearheaded the design and animation of three action-packed, fully 3D 30-second spots for the Mountain West Sports Conference, setting a high standard comparable to industry leaders like Troika Studios. Each ad featured a virtual stadium theme – one in a football stadium and another in a basketball stadium – creating a dynamic and immersive environment filled with jumbotrons showcasing Mountain West game footage. Engineered the 3D animations and game footage integration using a combination of Cinema 4D and nested compositions in After Effects. This approach allowed for flexibility in updating game footage without the need for re-rendering the entire 3D environment. Developed a workflow that enabled Loyal Productions' editors to edit and re-edit the footage as needed, streamlining the update process and ensuring each ad remained current and visually stunning. My work on this project was characterized by its flashy, high-energy visual style and technical innovation, resulting in top-notch production quality that enhanced the brand image of the Mountain West Sports Conference.
KONAMI	CHANGE THE THOUGHT	E3 BOOTH AD	06/2011 to 07/2011	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Entrusted with the creation of Konami's E3 booth ad, where I meticulously built and animated the entire booth within a 3D environment, based on the actual specifications of the booth. Crafted a visually dramatic and engaging presentation, designed to excite and attract attendees to Konami's booth at the E3 event, effectively translating the thrill of the gaming world into a promotional context. Emphasized the booth's features through dynamic animation and a visually appealing design, ensuring that it not only captured attention but also embodied the essence of Konami's brand and its flagship games like Metal Gear Solid. The project was characterized by its high-energy visual impact and immersive design, successfully generating buzz and anticipation for Konami's presence at E3.
COLORADO ROCKIES	ROOT SPORTS	ROCKIES: CLASSICS	12/2010	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Served as the principal designer and animator for the ROCKIES: CLASSICS broadcast package, showcasing a unique blend of independence and creative initiative. Developed the entire visual suite, including the opening animation, lower thirds, interstitials, and show icons, to create a unified and visually compelling package. Implemented a sleek, modern, 3D design aesthetic, combining contemporary visual trends with a sense of nostalgia reflective of the Rockies' rich history. Employed advanced 3D animation techniques, seamlessly integrating 2D footage to produce a dynamic and engaging broadcast experience. Successfully captured the essence of classic Rockies moments, blending historical significance with a modern visual style, appealing to a broad range of viewers.
COLORADO ROCKIES	ROOT SPORTS	ALL ACCESS	12/2010	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Entrusted as the exclusive animator and designer for the ROCKIES: ALL ACCESS broadcast package, demonstrating my capability to handle extensive creative projects independently. Crafted the complete visual identity of the show, including the captivating opening animation, stylish lower thirds, engaging interstitials, and distinctive show icons. Focused on creating a cohesive and aesthetically pleasing broadcast package that effectively represented the brand and spirit of the Colorado Rockies. Employed advanced animation techniques, ensuring each element of the package was visually dynamic and resonated with viewers, enhancing the overall broadcast experience. The project showcased my ability to blend creative vision with technical expertise, resulting in a broadcast package that was both visually striking and in line with ROOT SPORTS' high standards.

Client	Studio	Project	Date	Role	My Contribution
COLORADO ROCKIES	ROOT SPORTS	SQUEEZE PLAY	11/2010	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Led the rebranding and design of the entire ROCKIES: SQUEEZE PLAY broadcast package, building upon the foundation set by the previous Rockies Double Play show. As the sole animator and designer, I was responsible for the show's opening animation, lower thirds, interstitials, and show icons, ensuring a fresh and cohesive look for the new theme. Updated all graphics to reflect an Arizona desert theme, in line with the Rockies' spring training camp location, adding a vibrant and contextually relevant visual flair to the broadcast. Utilized a blend of creative design and animation skills to capture the spirit of spring training, infusing the broadcast with a sense of excitement and anticipation for the upcoming season. The project showcased my ability to adapt and evolve existing designs to suit new themes, resulting in a broadcast package that was visually engaging and perfectly suited to the show's focus.
VARIOUS	SHINE CREATIVE	2010 POLITICAL CYCLE	08/2010 to 11/2010	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Engaged in a significant role within a large team at Shine Creative, contributing to the creation of hundreds of 30-second political commercials during the intense 2010 election cycle. Responsible for editing, designing, and animating each ad, with a keen focus on targeting specific audiences and messages to maximize voter appeal and impact. Managed the rigorous process of exporting each ad to tape nightly and coordinating their delivery to broadcast stations, including Extreme Reach, via courier – a testament to the high-pressure and deadline-driven environment. My debut in political motion graphics design and editing was marked by a level of excellence that led MVAR Media to hire me directly in later cycles, reflecting the quality and effectiveness of my work. This project laid the foundation for my future in political media, showcasing my ability to handle large volumes of work under tight deadlines while maintaining creative and technical precision.
COLORADO ROCKIES	ROOT SPORTS	DOUBLE PLAY	03/2010	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Served as the sole designer and animator for the ROCKIES: DOUBLE PLAY broadcast package, a role that showcased my ability to manage and execute comprehensive creative projects independently. Developed the entire visual suite for the show, including a captivating opening animation, clean and informative lower thirds, engaging interstitials, and distinctive show icons. Employed advanced 3D animation techniques, seamlessly integrating real footage into the 3D environment to create a dynamic and immersive viewing experience. Focused on creating a package that was visually engaging and aligned with the energetic and spirited nature of Rockies baseball, ensuring it resonated with viewers and enhanced the broadcast. The project was marked by its sophisticated blend of 3D animation and live-action footage, setting a high standard for sports broadcast packages in terms of both aesthetic appeal and technical execution.
COLORADO ROCKIES	ROOT SPORTS	ROCKIES WEEKLY	02/2010	DESIGNER, ANIMATOR	<ul style="list-style-type: none"> Entrusted as the sole animator and designer for the ROCKIES WEEKLY: WITH JIM TRACY broadcast package, marking my first significant venture into motion graphics. Developed the entire visual identity for the show, including an engaging opening animation, sleek lower thirds, seamless interstitials, and eye-catching show icons. Implemented a unique and creative animation style to reflect Jim Tracy's old-school persona, combining flashy Rockies footage with key frames that transitioned into meticulously hand-drawn pencil sketches. Carefully drew each frame by hand, scanned these images, and then animated them in After Effects, showcasing a blend of traditional artistry and modern animation techniques. This project was characterized by its artistic creativity and technical innovation, successfully capturing the essence of the show's theme while introducing a distinctive visual style to the sports broadcast domain.

Client	Studio	Project	Date	Role	My Contribution
IFC MIDNIGHT	PRETTY PEOPLE PICTURES	MAKING: RENT-A-PAL	01/2020 to 07/2020	EDITOR	<ul style="list-style-type: none"> • Co-produced and co-edited the comprehensive behind-the-scenes series MAKING: RENT-A-PAL, which offered an in-depth look into the movie's production, demonstrating my proficiency in documentary-style storytelling and post-production. • Collaboratively edited 10 episodes of the series, balancing creative vision with the director's guidance, showcasing my ability to work effectively in a team and adhere to a shared artistic direction. • Composed and produced over 30 original music tracks for the series, highlighting my versatility and skill in enhancing visual narratives with complementary audio elements. • Played a pivotal role in capturing the essence of the movie-making process, contributing to a 7-hour-long web series and an hour-long DVD/Blu-Ray version, underlining my commitment to thorough, quality-driven content creation.
WOODWARD	HOVERCRAFT STUDIO	WE LIVE THIS	09/2019	EDITOR	<ul style="list-style-type: none"> • Led the editing process for the WE LIVE THIS spot, a project that required sifting through extensive footage of dynamic skateboarding and gymnastics, showcasing my ability to select and assemble the most impactful visuals. • Emphasized the energetic and youthful spirit of Woodward, adeptly crafting a narrative that highlighted the brand's core ethos and the impressive talents of young athletes from around the world. • Collaborated with Hovercraft Studio to refine the final product, demonstrating my flexibility and teamwork in integrating motion graphics and updated footage provided by the studio. • My editing work played a key role in creating an engaging and high-energy advertisement that effectively captured and communicated Woodward's unique brand identity.
YOUTUBE	FUTURISTIC FILMS	VIEW IN 2 / VIDCON	07/2018	EDITOR	<ul style="list-style-type: none"> • Participated in the creation of a dynamic and engaging video series for YouTube, focusing on the collaboration between brands and YouTube creators, with a specific emphasis on the VidCon event. • Played a pivotal role as the editor, infusing the project with a lively and appealing aesthetic, complemented by carefully selected music that enhanced the overall viewing experience. • Crafted the video to be both entertaining and educational, targeting brand representatives with key insights into effective partnerships with YouTube content creators. • Skillfully managed the video content to highlight interactions and interviews conducted at VidCon, ensuring that the final product was not only visually engaging but also rich in valuable information for brands. • My involvement in this project demonstrated my adeptness in video editing, particularly in creating content that bridges the gap between digital creators and commercial brands, while also catering to a broad audience base interested in the evolving landscape of digital media and marketing.
ANTHONY'S PIZZA	FUTURISTIC FILMS	VARIOUS ADS	06/2018	EDITOR	<ul style="list-style-type: none"> • Efficiently executed the editing of three commercials for Anthony's Pizza, adhering closely to pre-selected storyboards and client directives, showcasing my proficiency in streamlined, focused editing. • Skillfully integrated music and voice-over tracks to enhance the narrative impact and audience appeal of each ad, demonstrating my attention to audio-visual harmony. • Added value to the final product with subtle motion graphics and stop-motion animations, reflecting my versatility in combining traditional editing with creative visual effects. • The project exemplified my ability to deliver polished and engaging content within a clear framework, ensuring client satisfaction through precise execution and timely delivery.
BRECKENRIDGE	FUTURISTIC FILMS	SPRING	11/2017	EDITOR	<ul style="list-style-type: none"> • Skillfully edited the SPRING campaign spots for Breckenridge, meticulously following pre-defined storyboards to ensure the final product aligned with the client's vision and campaign objectives. • Demonstrated expertise in narrative construction and pacing, assembling updated footage and motion graphics to convey the vibrant and refreshing theme of spring effectively. • Focused on maintaining the campaign's core identity while injecting new visual elements, balancing the need for both continuity and seasonal freshness in the advertising narrative. • Contributed to a seamless and engaging promotional campaign, showcasing my ability to adapt editorial techniques to different thematic requirements and enhance the overall storytelling quality.
COLORADO ROCKIES	FUTURISTIC FILMS	VARIOUS ADS	09/2017	EDITOR	<ul style="list-style-type: none"> • Played a key role in editing various commercials for the Colorado Rockies, focusing on highlighting recent player achievements and game highlights to promote upcoming games. • Demonstrated agility and timeliness in editing, ensuring that each commercial featured the most recent and relevant content to maintain a strong connection with the ongoing baseball season. • Employed creative editing techniques to craft engaging narratives that not only showcased player highlights but also built excitement for future games, enhancing fan engagement. • Managed to keep the commercials fresh and up-to-date, effectively avoiding the use of dated footage and aligning the content with the dynamic nature of the baseball season.

Client	Studio	Project	Date	Role	My Contribution
COLLEGE INVEST	FUTURISTIC FILMS	529 SAVINGS CAMPAIGN	08/2016	EDITOR	<ul style="list-style-type: none"> Led the initial phase of the editing process by meticulously reviewing all footage and selecting the most impactful shots, demonstrating my keen eye for detail and narrative potential. Collaborated closely with the director in a high-pressure setting to refine selects and edit three distinct commercials, showcasing my ability to work effectively under direct supervision and guidance. Managed the creation of multiple versions of each ad, some differing only by a few frames, which required exceptional organizational skills and a thorough understanding of the project's nuances. Operated in a dynamic editing environment with several key stakeholders, including the client, overseeing my work, maintaining composure and professionalism throughout the process. Successfully delivered a polished and effective series of commercials despite the complexities of the editing process and the high level of scrutiny, underscoring my proficiency in high-stakes, collaborative editing projects.
VISION HEALTH INT.	FUTURISTIC FILMS	STOUT STREET CLINIC	08/2017	EDITOR	<ul style="list-style-type: none"> Overcame the challenge of limited and less-than-ideal footage by employing creative editing techniques for the STOUT STREET CLINIC project, aimed at raising awareness and funds for an important cause. Utilized post-production zooms and slow-motion effects to enhance the emotional impact of the available footage, demonstrating resourcefulness and technical ingenuity. Crafted a compelling and emotive narrative from the existing material, focusing on storytelling elements that would resonate with viewers and encourage support for the clinic. Adapted my editing approach to maximize the effectiveness of the footage, resulting in a powerful video that successfully conveyed the project's message despite initial constraints. The project showcased my ability to deliver impactful and meaningful content under less-than-ideal circumstances, highlighting my creativity and adaptability as an editor.
BRECKENRIDGE	FUTURISTIC FILMS	WINTER NIGHTLIFE	07/2017	EDITOR	<ul style="list-style-type: none"> Expertly edited the WINTER NIGHTLIFE campaign for Breckenridge, focusing on capturing the unique energy and ambiance of the winter season, showcasing my ability to adapt thematic elements effectively. Employed a range of editing techniques to bring the winter experience to life, ensuring each scene reflected the excitement and allure of Breckenridge's nightlife. Collaborated with the creative team to select footage that highlighted winter activities and events, contributing to a narrative that was both engaging and representative of the brand. Managed the pacing and flow of the campaign, creating a visually compelling story that appealed to winter enthusiasts and aligned with Breckenridge's marketing goals. The project emphasized my skill in thematic storytelling and my capacity to create distinctive seasonal narratives, enhancing the overall appeal of the campaign.
COLORADO LOTTERY	FUTURISTIC FILMS	PLAY ON COLORADO	05/2017 to 06/2017	EDITOR	<ul style="list-style-type: none"> Pioneered the post-production process for three 360 Video/Virtual Reality experiences, researching and establishing a robust workflow for integrating visual effects in the nascent field of 360 Video. Manually stabilized 360 Video footage captured from a bike helmet during a cliff descent, enhancing the viewer's immersive experience and conveying the excitement of the ride. Managed editing and visual effects clean-up for various 360 Video shots, showcasing my adaptability and skill in working with emerging video technologies. Played a key role in client reviews, effectively communicating the nuances of 360 Video/VR experiences and assisting clients with using VR headsets, demonstrating my ability to facilitate client engagement with new media formats. The project highlighted my ability to lead in uncharted technical territories, creating engaging and innovative content that pushed the boundaries of traditional video editing.
BANKPLUS	FUTURISTIC FILMS	HANDS & FEET	08/2016	EDITOR	<ul style="list-style-type: none"> Spearheaded the editing process for BANKPLUS's HANDS & FEET campaign, working closely with the director to execute their vision and maintain a high standard of quality. Demonstrated flexibility and resilience by producing numerous versions of each edit, catering to the director's detailed and specific requests, showcasing my adaptability to various creative inputs. Managed a high-pressure editing environment with frequent supervision from both the director and the client, ensuring that all feedback was promptly and effectively incorporated into the edits. My performance on this project, characterized by professionalism and skillful execution under close scrutiny, led to a continued collaboration with the director on future projects, including the College Invest ads. The success of this project highlighted my ability to work harmoniously with demanding directors and clients, cementing my reputation as a reliable and proficient editor in challenging scenarios.

Client	Studio	Project	Date	Role	My Contribution
VARIOUS	MVAR MEDIA	2014 POLITICAL CYCLE	08/2014 to 10/2014	EDITOR	<ul style="list-style-type: none"> Led the editing for dozens of 30-second political commercials during the 2014 election cycle, showcasing my capacity to handle a high volume of work in a fast-paced, deadline-driven environment. Played a critical role in shaping the narrative and visual flow of each ad, ensuring that the content was precisely tailored to engage targeted audiences and convey the intended political messages. Demonstrated adeptness in editing under pressure, balancing the need for quick turnaround with maintaining high-quality content that resonated with voters and met campaign objectives. Employed a strategic approach to editing, using persuasive storytelling techniques to enhance the effectiveness of each political message, contributing to the overall impact of the campaign. This project underscored my expertise in political media editing and my ability to work independently and efficiently, reaffirming my growing reputation in the field of political advertising.
1091 MEDIA	PRETTY PEOPLE PICTURES	THE MAKING OF EAT	05/2013 to 09/2013	EDITOR, CONTENT MANAGER	<ul style="list-style-type: none"> Single-handedly managed the entire editing process for THE MAKING OF EAT: Web Series, ensuring the production narrative was both compelling and informative for the audience. Reviewed and selected key footage from hundreds of hours, creating a coherent narrative that provided an in-depth look at the challenges of microbudget filmmaking. Authored concise and engaging episode descriptions and other essential metadata for YouTube, enhancing the series' online presence and accessibility. Designed and generated custom thumbnail previews for each episode, maintaining consistency with the show's branding and increasing viewer engagement. Oversaw the strategic release schedule of the web series, ensuring timely weekly uploads to YouTube, which involved meticulous planning and coordination. Through these efforts, not only did I showcase my editing prowess but also demonstrated my skills in digital content management and online marketing strategy.
1091 MEDIA	PRETTY PEOPLE PICTURES	EAT	05/2013 to 09/2013	EDITOR	<ul style="list-style-type: none"> Led the editing process for the feature-length horror film EAT, showcasing my ability to craft a narrative that effectively balances tension, pacing, and storytelling. Skillfully shaped the film's intense horror and gore elements through meticulous editing, contributing significantly to the movie's overall atmosphere and audience reception. Utilized advanced editing techniques to heighten suspense and engage viewers, ensuring that each scene maximized its impact within the film's thematic framework. Received acclaim for the film's editing, particularly for creating a visceral and immersive horror experience that resonated strongly with its audience. This project highlighted my proficiency in genre-specific editing, demonstrating my capacity to elicit strong emotional responses from viewers through careful scene construction and pacing.
VARIOUS	MVAR MEDIA	2012 POLITICAL CYCLE	08/2012 to 11/2012	LEAD EDITOR	<ul style="list-style-type: none"> Functioned as the sole editor for hundreds of political commercials during the intense 2012 election cycle, demonstrating my capability to manage and execute large-scale editing projects. Played a pivotal role in the post-production process, meticulously editing each ad to effectively target specific voter demographics and convey precise political messages. Balanced a high volume of work under tight deadlines, showcasing my proficiency in rapid yet precise editing to meet broadcast standards on platforms like Extreme Reach. Maintained a consistent level of quality and accuracy across all commercials, ensuring that each piece resonated with its intended audience and upheld the campaign's overall messaging strategy. This project was a testament to my skills in handling extensive editorial responsibilities and my ability to deliver engaging, strategically-focused political content, reinforcing my reputation as a proficient and reliable editor in high-pressure environments.
VARIOUS	SHINE CREATIVE	2010 POLITICAL CYCLE	08/2010 to 11/2010	EDITOR	<ul style="list-style-type: none"> Orchestrated the editing of hundreds of political commercials for the 2010 election cycle, playing a crucial role in shaping the content to effectively communicate targeted political messages. Exhibited precision and efficiency in editing, ensuring each advertisement was crafted to resonate with specific voter demographics, thereby maximizing impact and engagement. Managed the nightly process of exporting ads to tape and coordinating their delivery to broadcast stations, a role that demanded exceptional organizational skills and adherence to strict deadlines. Contributed significantly to the project's success, which not only established my expertise in political editing but also led to subsequent engagements with MVAR Media. This initial foray into political media editing laid the groundwork for my future projects, demonstrating my ability to navigate high-pressure environments and deliver content that aligns with strategic communication goals.
(SELF INITIATED)	PRETTY PEOPLE PICTURES	INCUBATOR	02/2010	EDITOR	<ul style="list-style-type: none"> Served as the writer, director, editor, and composer for the short film INCUBATOR, a project that exemplified my versatility and creativity in independent filmmaking. Skillfully edited the film to craft an extremely intense tone and engaging non-dialogue action, key elements that contributed significantly to the film's acclaim and success. Led the project from concept to completion, demonstrating my proficiency in storytelling, visual narration, and thematic development through meticulous editing. Garnered selection in over 50 international film festivals and won 13 awards, underlining the film's impact and the effectiveness of my editorial vision and execution. Praised for my ability to bring the narrative to life in the editing phase, showcasing my skill in creating tension and engagement without relying on dialogue, a testament to my editorial expertise.

Client	Studio	Project	Date	Role	My Contribution
IFC MIDNIGHT	PRETTY PEOPLE PICTURES	RENT-A-PAL	01/2020 to 07/2020	VISUAL EFFECTS	<ul style="list-style-type: none"> Executed complex 3D tracking and rotoscoping for key scenes involving a 'Dummy Tape', replacing it with the final tape cover featuring Wil Wheaton, ensuring seamless integration within the film. Conducted extensive clean-up work to maintain the 1990 setting, digitally removing modern elements like signs, security cameras, and TVs, demonstrating attention to historical accuracy and detail. Skillfully replaced and enhanced signage in a wide exterior shot, also digitally erasing a visible sound technician from the scene, transforming a low-budget shot into a high-quality visual. Managed a challenging screen replacement in a scene with significant character movement, executing the VFX with such precision that it was indistinguishable from practical effects. Performed detailed clean-up work throughout the film, removing wires, cables, and unintentional crew items, showcasing meticulousness and a keen eye for continuity. Enhanced a pivotal scene with added digital blood effects, augmenting the on-set practical effects to heighten the visual impact of the character's stabbing. Created a complex visual effect where blood was digitally dripped onto a deceased character, freezing the body to appear lifeless and augmenting the scene's emotional and visual intensity.
BCBS	WILD MANOR	THE GOOD LIFE	08/2019	VISUAL EFFECTS, ONLINE EDITOR	<ul style="list-style-type: none"> Tasked with the meticulous removal of unwanted elements such as logos on cars, traffic cones, and paint smudges, ensuring a clean and polished look for the BCBS commercial, THE GOOD LIFE. Utilized advanced VFX techniques to seamlessly erase grip trucks and other background inconsistencies, maintaining the commercial's visual continuity and professional aesthetic. Managed the online editing process, integrating colored footage and assembling the final commercial, showcasing my proficiency in bringing together all elements into a cohesive final product. Demonstrated attention to detail and technical skill in enhancing the commercial's visual quality, ensuring that the final output met the high standards expected by BCBS and Wild Manor. The project highlighted my ability to address and rectify visual distractions in post-production, contributing significantly to the commercial's overall appeal and effectiveness.
COLORADO LOTTERY	FUTURISTIC FILMS	FREAKOUT	09/2019	VISUAL EFFECTS	<ul style="list-style-type: none"> Performed a detailed VFX cleanup shot for the Colorado Lottery's "FREAKOUT" advertisement, demonstrating precise attention to detail and technical proficiency in visual effects. Executed a green screen keying process, showcasing my skill in seamlessly integrating different visual elements to create a cohesive and polished final image. Contributed to enhancing the overall visual quality of the advertisement, ensuring that all elements aligned perfectly with the creative vision and narrative of the campaign. Utilized advanced post-production techniques to address and resolve visual inconsistencies, playing a key role in the advertisement's successful visual presentation. The project underscored my expertise in specific VFX tasks, highlighting my ability to deliver high-quality results in targeted aspects of visual effects work.
GCI / APPLE	FUTURISTIC FILMS	SICK DAY	07/2018	VISUAL EFFECTS	<ul style="list-style-type: none"> Executed four complex screen replacement shots for the "SICK DAY" project, showcasing my expertise in detailed and high-precision visual effects work. Developed and integrated numerous "floating text message bubbles" into the scenes, ensuring they accurately represented Apple's text message interface, reflecting attention to brand authenticity. Collaborated closely with Apple representatives to revise and perfect the text message visuals, demonstrating my ability to adapt to client feedback and maintain high standards of accuracy. The project highlighted my proficiency in creating visually compelling and technically challenging effects, contributing significantly to the narrative and aesthetic appeal of the advertisement. Managed multiple revisions and iterations, showcasing my flexibility and commitment to achieving the perfect visual representation as per Apple's exacting standards.
BEAVER CREEK	FUTURISTIC FILMS	LIVE EXTRAORDINARY	6/2018	VISUAL EFFECTS	<ul style="list-style-type: none"> Tasked with a complex visual effects challenge for a single, pivotal shot in the Beaver Creek "LIVE EXTRAORDINARY" advertisement, showcasing my precision and attention to detail. Executed a meticulous day-for-night sky replacement, transforming a daytime shot into a night scene, demonstrating my expertise in creating believable and immersive environments. Spent two days on intricate rotoscoping to create a black and white matte, carefully cutting out the people from the original footage to seamlessly integrate them into the new night sky background. The decision to replace the sky digitally allowed for greater control over the final visual outcome, ensuring the client's satisfaction with the sky design and maintaining the comfort of the talent during the shoot. My work on this project exemplified the advantages of creative problem-solving in post-production, ensuring high-quality results while addressing practical shooting challenges.
SEASONS 52	FUTURISTIC FILMS	30 SECOND AD	05/2018	VISUAL EFFECTS	<ul style="list-style-type: none"> Performed detailed clean-up work on the signage at the beginning of the SEASONS 52 advertisement, showcasing my precision and skill in enhancing the visual quality of the commercial. Created and animated the "Better is Always in Season" graphic, a key visual element displayed at the end of the spot, demonstrating my proficiency in graphic design and motion graphics. Successfully blended the animated graphic with the live-action footage, ensuring a seamless transition and maintaining the advertisement's aesthetic cohesion. The project highlighted my capability to handle both subtle visual enhancements and more prominent animated graphics, contributing to the overall effectiveness and appeal of the ad. Delivered high-quality visual effects that aligned with the brand identity of SEASONS 52, demonstrating my ability to adapt my skills to different brand aesthetics and messaging.

Client	Studio	Project	Date	Role	My Contribution
EPIC PICTURES	RUM RIVER PRODUCTIONS	HOAX	09/2017 to 03/2018	VISUAL EFFECTS	<ul style="list-style-type: none"> • Collaborated on the visual effects for HOAX, a project that encapsulated the essence of 1980s B-movies. • Contributed to 44 shots and the creation of Rum River's opening production card, showcasing my expertise in creating visually compelling and seamless VFX. • Tasked with the creation of realistic muzzle flashes and wire removal, focusing on making the visual effects work invisible to enhance the film's authenticity. • Engaged in a learning-intensive environment, mastering the ACES color space workflow and implementing industrial-grade color management software to ensure visual consistency across the team. • Utilized cloud-based project collaboration tools like Frame.io for the first time, enhancing team coordination and project efficiency, a practice I plan to continue in future projects. • The project was not only a testament to my technical skills in VFX but also a significant learning experience, broadening my expertise in color management and team-based digital collaboration.
AVALON CRUISES	FUTURISTIC FILMS	SEE THINGS YOUR WAY	08/2017	VISUAL EFFECTS	<ul style="list-style-type: none"> • Executed four highly meticulous green screen shots for the Avalon Cruises "SEE THINGS YOUR WAY" campaign, demonstrating my precision and expertise in chroma keying. • Tackled a challenging shot from the interior of an Avalon Cruise ship suite, replacing green screen windows with beautiful vistas while carefully managing reflections in mirrored and chrome objects. • Employed advanced compositing techniques to eliminate green spill and reflections, ensuring that each visual element blended seamlessly into the natural environment of the scenes. • Contributed to creating visually stunning and immersive advertisements that were reused in various Avalon Cruise ads over subsequent years, underlining the lasting impact and quality of my work. • The project showcased my ability to handle complex VFX scenarios, enhancing the visual appeal and effectiveness of the advertising campaign while maintaining a high degree of realism.
COLORADO LOTTERY	FUTURISTIC FILMS	LUCKY FOR LIFE	08/2017	VISUAL EFFECTS	<ul style="list-style-type: none"> • Executed intricate wire removal and particle system effects for various shots, showcasing my expertise in creating seamless visuals that enhance the overall production quality. • Transformed green and black screens into the windows of an alien spaceship, demonstrating my skill in digital conversion and creating immersive, otherworldly environments. • Employed production design elements, utilizing VFX lights and flares to bring static scenes to life, adding depth and realism to the advertisement. • Animated the lock-up screen at the end of the commercial, ensuring a cohesive and polished conclusion to the visual narrative. • The project highlighted my ability to handle diverse VFX tasks, from detailed wire removal to dynamic lighting effects, contributing significantly to the visual appeal and effectiveness of the ad campaign.
OL' MISS	FUTURISTIC FILMS	NATIONAL SPOT 2017	06/2017	VISUAL EFFECTS	<ul style="list-style-type: none"> • Tasked with replacing 'blown out' skies in numerous shots, I transformed them into visually appealing and cinematic vistas, enhancing the overall aesthetic quality of the commercial. • Tackled a detailed visual effects challenge involving a night sky scene, where I significantly augmented the number of visible stars while ensuring astronomical accuracy. • Conducted thorough research on constellations to identify a high-resolution photo that matched the exact portion of the sky in the shot, aligning it precisely with the existing stars. • This dedication to detail resulted in a realistic and impressive night sky, adding depth and authenticity to a critical two-second scene, showcasing my commitment to visual accuracy. • The project highlighted my ability to enhance natural elements in footage through VFX, elevating the commercial's visual storytelling while maintaining a high standard of realism and accuracy.
CENTRAL HEALTH	FUTURISTIC FILMS	ORTHOCOLORADO	6/2016	VISUAL EFFECTS	<ul style="list-style-type: none"> • Undertook a challenging rotoscoping task to remove a production assistant from a key shot featuring Emmanuel Sanders of the Denver Broncos, showcasing my precision and skill in visual cleanup. • Conducted extensive clean-up work, including muddying up/removing logos in the background and eliminating outdated hospital logos from clothing, ensuring visual consistency and brand alignment. • Navigated the complexities of working with anamorphic (scope) footage and deliverables, maintaining the integrity and quality of each shot despite the technical challenges. • Every shot involved a moving camera, adding an extra layer of complexity to the VFX work, which I managed successfully, demonstrating my expertise in handling dynamic and challenging footage. • The project highlighted my ability to perform detailed and high-impact visual effects, contributing significantly to the overall polish and professionalism of the advertisement.
COLORADO UNIV.	FUTURISTIC FILMS	ALL FOUR: COLORADO	12/2015	VISUAL EFFECTS	<ul style="list-style-type: none"> • Executed a challenging visual effects shot where students studying a glacier were originally set against a brown dirt horizon, which I meticulously replaced with snow to create the illusion of a snow-covered glacier, enhancing the scene's authenticity and visual appeal. • Added a cinematic lens flare to the glacier scene, contributing to the visual storytelling and creating a more immersive and engaging visual experience for the audience. • Performed intricate rotoscoping to remove a distracting tree from behind the subjects' faces, ensuring that viewers' attention remained focused on the key elements of the shot. • These tasks required a high degree of precision and attention to detail, showcasing my ability to transform scenes and enhance the overall quality and impact of the visual narrative. • My work on this project highlighted my expertise in creating realistic and seamless visual environments, as well as my skill in addressing and rectifying potential visual distractions in post-production.

Client	Studio	Project	Date	Role	My Contribution
GLOBUS	FUTURISTIC FILMS	MY TIME	09/2015	VISUAL EFFECTS	<ul style="list-style-type: none"> • Played a key role in the production of the Globus ad "My Time," employing a range of visual effects techniques to elevate a local ad into a story spanning decades and global locations. • Utilized motion tracking, compositing, sky replacements, and rotoscoping to transform basic scenes into visually rich and globally relevant settings, demonstrating my versatility and creative vision in VFX. • Transformed a plain piece of drywall into a wall displaying art at the Louvre, showcasing my ability to digitally recreate iconic and culturally significant environments. • Converted an empty park in Denver, Colorado into the Champ de Mars in Paris, France, enhancing the ad's narrative and giving it a genuinely international feel. • This project marked my first collaboration with Futuristic Films, leading to a lasting professional relationship, and showcased my contributions to turning a standard commercial into an emotionally resonant narrative. • Working under the direction of Jamin Winans, I was able to leverage his expertise in visual storytelling and VFX to deliver an advertisement that I am immensely proud of.
DOUBLE EDGE FILMS	(DIRECTLY WITH CLIENT)	THE FRAME	05/2014 to 06/2014	VISUAL EFFECTS	<ul style="list-style-type: none"> • Crafted an ambitious visual effects sequence where a car drives toward a photorealistic building that vanishes into dust during a car chase, demonstrating my skill in creating high-impact VFX that contribute to key narrative moments. • Performed complex tracking and replacement of a billboard image, showcasing my precision and attention to detail in integrating new elements into existing footage. • Added a sci-fi building to the background of a moving shot, enhancing the futuristic ambiance of the scene and demonstrating my ability to blend VFX seamlessly with live-action footage. • Executed the climactic finale shot where the main character plays the violin and the room around him disintegrates, a scene that required a sophisticated mix of visual and practical effects to achieve a dramatic and visually stunning effect. • The project highlighted my expertise in handling diverse and technically demanding VFX challenges, contributing significantly to the film's visual storytelling and overall production value.
REALPLAYER	DOUBLE EDGE FILMS	MEME HUNTERS	09/2013	VISUAL EFFECTS	<ul style="list-style-type: none"> • Managed a series of complex, shaky tracking shots for the MEME HUNTERS commercial, showcasing my ability to handle intricate visual effects in a dynamic, found footage aesthetic. • Utilized advanced tracking and rotoscoping techniques to adapt to the film's unique style, ensuring that each shot aligned seamlessly with the overall narrative. • Tasked with recreating crude internet meme graphics, my work balanced technical precision with the whimsical and unconventional nature of the content. • The project was a lively and engaging challenge, demonstrating my versatility in applying VFX skills to a diverse range of visual styles and concepts. • Marked the beginning of many successful collaborations with Double Edge Films, establishing a strong working relationship and showcasing my adaptability and creativity in visual effects.
1091 MEDIA	PRETTY PEOPLE PICTURES	EAT	05/2013 to 09/2013	VISUAL EFFECTS	<ul style="list-style-type: none"> • While fulfilling multiple key roles in the production of the horror film EAT, including writer, director, editor, and composer, I also handled the necessary visual effects work to bring my creative vision to life. • Executed various clean-up shots, skillfully removing unwanted objects from scenes and altering Colorado license plates to California plates, ensuring geographical consistency within the film. • Conducted detailed facial retouching on actresses, removing blemishes to align with the film's thematic focus on perceived perfection and beauty. • Created all muzzle flashes and post lighting effects for the film's gunshots, adding realism and intensity to the action sequences. • Performed sky replacements where necessary, enhancing the visual appeal and atmosphere of specific scenes. • My approach to visual effects was driven by a desire to keep them minimal yet impactful, aligning with my vision of creating an authentically gory and intense horror experience.

Project	Date	About the Project
PAINTINGS	2014 to present	<ul style="list-style-type: none"> • Mixed Media Painting: Engaged in mixed media painting from 2014 to present, focusing on integrating elements from popular culture, particularly screenshots from "The Simpsons," into fine art. • Creative Process and Technique: Utilized a base layer of style magazine images, highlighting famous supermodels and fashion brands, before overlaying with acrylic and sharpie renditions of "The Simpsons" scenes, showcasing innovative blending of media. • Diverse Range of Artworks: Produced artworks in various sizes ranging from 10x10 to 24x36 inches, demonstrating versatility in scale and composition. • Thematic Exploration: Explored themes of pop culture and satire through art, creating pieces that resonate with contemporary audiences and reflect societal trends. • Retro-Style Sign Paintings: Created wooden signs with retro aesthetics, using black paint and sharpies to emulate 1950s/1960s advertisement styles, exemplifying skills in thematic and period-specific artwork. • Digital Design Integration: Initiated designs in Photoshop with tools to mimic black and white halftone effects, showcasing proficiency in digital design and traditional painting techniques. • Humor and Social Commentary: Infused humor and social commentary into artworks, appealing to niche tastes and perspectives, reflecting a keen understanding of audience engagement. • Conceptual Artistry: Developed concepts that challenge conventional views on recreational activities, positioning artworks as both aesthetically pleasing and thought-provoking.
HEY, I'M ON TV!	2015 to 2016	<ul style="list-style-type: none"> • Project Conceptualization and Execution: Initiated and executed "Hey, I'm on TV!" – a creative digital art project capturing over 400 instances of sports fans photobombing live broadcasts, demonstrating originality and an eye for cultural trends. • Photography and Image Editing: Skillfully photographed and edited each image using Photoshop, ensuring visual appeal and consistency, and branded them with the project's logo, showcasing proficiency in digital image manipulation. • Web and Social Media Management: Developed a dedicated Tumblr website for the project, showcasing web content management skills and an understanding of digital platforms. • Automated Content Distribution: Implemented an automated system to release a new image daily for a year across Tumblr and Twitter, highlighting expertise in digital content scheduling and social media strategy. • Innovative Use of Technology: Utilized IFTTT for seamless integration of content across platforms, ensuring a clean and engaging social media presence. • Project Management: Successfully managed a large-scale, year-long project, demonstrating organizational skills, attention to detail, and the ability to maintain a consistent content flow. • Cultural Commentary: The project served as a unique commentary on modern media consumption, social behavior, and the desire for public recognition, reflecting deep insights into contemporary culture and media. • Creative Framing and Composition: Employed a consistent compositional technique across all photographs to highlight the contrast between the foreground (sports commentators) and the background (photobombers), enhancing the project's artistic impact.
BRICKMAN BASKETBALL	02/2016 to 04/2016	<ul style="list-style-type: none"> • Project Development and Execution: Initiated and developed the Brickman Basketball Association (BBA) in 2016, a comprehensive project showcasing expertise in character creation pipelines and 3D modeling. • Character Creation and Pipeline Management: Built a versatile and integrated character creation pipeline capable of generating a wide array of NBA player likenesses, demonstrating proficiency in pipeline development and maintenance. • 3D Modeling and Design: Utilized Cinema 4D to create photorealistic, Lego-style 3D models of NBA players, complete with era-specific jerseys, hairstyles, equipment, and tattoos. • Graphic Design: Meticulously recreated NBA jerseys in Adobe Illustrator, showcasing a keen eye for detail and a passion for sports apparel design. • Social Media Engagement: Successfully leveraged the project as engaging social media content, building a dedicated following on Instagram. • Pipeline Workflow Efficiency: Continuously updated toolkits in Illustrator, After Effects, and Cinema 4D to streamline the creation process, reflecting strong project management and organizational skills. • Animation Preparation: Set up the project for potential animation in After Effects, demonstrating foresight and preparation for future project expansion. • Creative Character Design: Enjoyed the creative process of capturing players' personalities and mannerisms in Lego-style, highlighting innovative design skills. • Photorealistic Rendering: Merged 3D models with a "Photo Studio" toolkit using Greyscale Gorilla's lighting tools for realistic rendering, showcasing advanced skills in lighting and rendering. • Post-Production: Conducted final color checks and refinements in Photoshop, ensuring high-quality visual output for each of the 125 individual players created. • Project Impact: Though the project was not commercialized, it represented a significant achievement in large-scale, creative 3D character development and digital art.

Project	Date	About the Project
FONTS	06/2016	<ul style="list-style-type: none"> • Font Design and Development: Created a unique collection of fonts as a personal project, demonstrating skills in typography and digital design. • Software Proficiency: Utilized FontSelf Maker and Adobe Illustrator to design and assemble fonts, showcasing adeptness in various design software. • Creative Process: Adopted a hands-on approach by scanning typography from old books and refining designs in Illustrator, reflecting a blend of traditional and modern design methods. • Digital Product Management: Successfully produced .OTF and .TTF font files, ensuring compatibility and ease of use for a wide range of users. • User Experience Consideration: Tested fonts for functionality and aesthetics on different platforms, highlighting attention to user experience and technical detail. • Community Contribution: Offered fonts for free personal and commercial use, contributing to the creative community and encouraging artistic collaboration. • Humor and Engagement: Infused project descriptions with humor and personality, engaging readers and making technical content more accessible. • Resourcefulness: Overcame limitations in artistic drawing by leveraging digital tools to create visually appealing fonts, exhibiting problem-solving skills. • Educational Approach: Explained the difference between fonts and typefaces to educate and inform users, demonstrating knowledge in typography and a willingness to share expertise.
PURE HORROR	10/2016	<ul style="list-style-type: none"> • Creative Project Conception: Conceptualized and developed "Pure Horror" in October 2018, a series of 10 made-up horror comic covers inspired by vintage comics from the 1950s and 60s, showcasing creative initiative and passion for horror aesthetics. • Innovative Illustration Techniques: Adapted a unique illustration approach, overlaying drawings directly onto references instead of traditional sketching methods, exemplifying adaptability and a distinctive artistic process. • 3D Modeling and Scene Composition: Utilized Cinema 4D along with a personal library of 3D models, textures, and light rigs to create detailed reference scenes, demonstrating expertise in 3D animation and scene composition. • Digital Art Creation: Transformed 3D renderings into keyline art using Adobe Illustrator, showcasing proficiency in digital illustration and design. • Artistic Process and Finalization: Employed Photoshop for the final image creation, adding textures and effects to achieve a vintage comic book aesthetic, reflecting skill in digital post-processing. • Multifaceted Artwork Production: Each "Pure Horror" cover resulted in three distinct pieces of art: the 3D reference image, the keyline art, and the final enhanced image, showcasing versatility and comprehensive artistic skills. • Project Execution and Presentation: Successfully completed the project by adding text and final touches to each piece, creating a series of intricate and horrific artworks reminiscent of "Tales From The Crypt" quality.
HALLWAY SHOOTOUT	4/2016	<p>Complex 3D Animation Creation: Spearheaded the development of a high-intensity 3D animated scene, demonstrating advanced skills in creating cinematic-quality animations that captivate and engage viewers.</p> <p>Extensive Asset Utilization: Efficiently utilized a vast library of pre-built 3D assets, including fully animated video game characters and intricate environments, to craft a detailed and action-packed narrative sequence.</p> <p>Dynamic Scene Choreography: Orchestrated a tense confrontation between a squad of cops and a horde of zombies within a confined hallway setting, emphasizing spatial dynamics and character movement to enhance the scene's realism and excitement.</p> <p>Comprehensive Post-Production Oversight: Managed the entire post-production process, from meticulous editing to animation adjustments, ensuring each visual element—from the zombies' movements to the muzzle flashes—contributed to the overall impact of the scene.</p> <p>Collaborative Sound Design Integration: Worked closely with sound designer Jon Stevenson to incorporate immersive sound effects, further intensifying the action and adding a critical layer of realism to the animated sequence.</p> <p>Creative and Technical Expertise Demonstration: Showcased the ability to blend creative vision with technical animation skills, resulting in a self-directed project that highlights the potential of animation to tell complex, engaging stories.</p>
JIMMYTHEGHOST NFTS	05/2021 to present	<ul style="list-style-type: none"> • NFT Art Creation and Branding: Established the JimmyTheGhost brand, specializing in endlessly looping, museum-quality, fine-art GIFs, characterized by abstract pixel art animations with vibrant colors and effects. • Successful NFT Minting and Sales: Minted the first NFT in May 2021, quickly gaining a solid following in the digital art community, demonstrating market acumen and artistic appeal. • Commissioned Artwork: Received commissions for custom NFT pieces, reflecting recognition and demand for unique artistic style and digital execution. • Participation in Community Initiatives: Contributed NFTs to larger community giveaways, showcasing community involvement and collaborative spirit within the NFT space. • Limited Edition and Exclusive Releases: Successfully created and sold limited edition NFTs (5-10 editions), including highly sought-after 1/1 special size pieces that sold out instantly. • Adaptability and Market Awareness: Navigated the challenges following the shutdown of Hic et Nunc, adapting to changing market conditions while maintaining a passion for NFT creation. • Sustainable Platform Engagement: Actively participated in Hic et Nunc, known for its low fees and energy-efficient framework, highlighting commitment to sustainable and ethical art practices. • Digital Art Legacy: Left a lasting imprint on the Tezos blockchain through art, contributing to the evolution of the NFT marketplace and demonstrating the enduring value of digital creations. • Artistic Influence and Community Impact: Played a vital role in the vibrant Hic et Nunc artist community, contributing to the platform's legacy as a hub for diverse and experimental digital art.

Project	Date	About the Project
WALLET BLOCKS	06/2021 to 12/2022	<ul style="list-style-type: none"> • Innovative NFT Project Creation: Developed and launched the Wallet Blocks Key: Series 1, a unique NFT collection on the Tezos blockchain, demonstrating forward-thinking in digital art and blockchain utilization. • Generative Art Techniques: Utilized proprietary tools in Adobe After Effects to create generative art, transforming Tezos Wallet IDs into unique barcode and color scheme designs for each NFT. • Interactive Collector Experience: Designed the project to generate custom, single edition OBJKTS for each collector, enhancing user engagement and adding a dynamic element to the NFT collecting experience. • Technical Proficiency in Digital Media: Mastered the process of minting and rendering individual GIFs based on specific wallet IDs, showcasing technical skills in digital art creation and blockchain technology. • Strategic Release and Marketing: Implemented a limited minting strategy for Series 1 to maintain rarity, while planning interactive releases to stimulate community engagement and market interest. • Community Building and Management: Fostered a collector community around the WBK: S1 project, encouraging trade and interaction within the blockchain space, and established a responsive communication channel for collector queries. • Creative Coding and Design: Applied creative coding techniques in After Effects to translate typographical data into visual elements, reflecting a unique intersection of font nerdiness and generative art. • Project Testing and Refinement: Conducted extensive testing with numerous design variants, ensuring the final product met high standards of artistic quality and uniqueness. • Cryptocurrency and Blockchain Navigation: Managed transactions and interactions using the Tezos blockchain, demonstrating proficiency in cryptocurrency handling and NFT trading platforms. • Customer Service in Digital Art Space: Ensured customer satisfaction by providing timely creation and delivery of custom NFTs, maintaining effective communication with collectors.
TZMINIFIGS	08/2021 to 12/2022	<ul style="list-style-type: none"> • Project Initiation and Leadership: Launched tzMiniFigs, a groundbreaking collection of 1500 generative 1/1 NFTs on the Tezos blockchain, showcasing leadership in digital art innovation and blockchain application. • Collaborative Artistic Direction: Designed and integrated 564 unique, hand-drawn traits into the NFT collection, demonstrating excellence in creative direction and integrated artistry. • Interactive Gaming Integration: Pioneered interactive gaming elements within the NFT project, engaging users through collectible cards and exclusive prizes, highlighting skills in strategic project management and user engagement. • Dynamic NFT Utility System: Innovated a dynamic utility system for the NFTs, focusing on enhancing the value for both active participants and collectors who prefer long-term holding, demonstrating a nuanced understanding of user engagement in the digital collectible space. • Community Engagement and Marketing: Orchestrated various airdrops, giveaways, and raffles, enhancing community interaction and engagement, and showcasing adept marketing and promotional strategy skills. • Blockchain Gaming Mechanics: Developed an innovative trade-in card game mechanism on the blockchain, allowing users to craft custom NFTs, evidencing technical innovation and proficiency in blockchain utility. • Data Management in NFT Space: Managed the rarity scoring and indexing for the collectibles, demonstrating analytical skills in data management and rarity assessment within the NFT domain. • Networking and Community Building: Coordinated a legendary card series tribute to notable blockchain figures, reflecting strong networking abilities and community-building skills. • End-to-End Project Management: Successfully led the tzMiniFigs project from concept to completion, exemplifying comprehensive abilities in project management, creative direction, and technical execution in the NFT and blockchain sphere.
P5.JS SKETCHES	12/2022 to present	<ul style="list-style-type: none"> • Generative Art Exploration: Ventured into the realm of code-based generative art, focusing on p5.js, to create unique digital artworks, demonstrating a passion for merging technology with creativity. • AI Collaboration: Leveraged ChatGPT's capabilities to assist in coding and refining digital doodles, highlighting the effective use of AI in the creative process. • Dynamic Art Generation: Focused on creating pieces that generate new, but similar, iterations each time the code runs, showcasing a deep understanding of generative art principles. • Interactive Art Design: Created 'Cartomaria,' a program generating unique topographical maps of undiscovered islands, inspired by old-world cartography, using a combination of random color palettes and noise functions in p5.js. • Conceptual Coding: Conceived and coded 'Talentless,' an artwork visualizing the concept of influence through an ellipse surrounded by lines, metaphorically representing an influencer and their followers. • Algorithmic Challenge: Embraced the challenge of creating 'Frescospangrie,' a piece where lines and dots are algorithmically placed without intersection, producing aesthetically pleasing abstract art. • Technical Skill Enhancement: Demonstrated growth in coding skills by using advanced functions and algorithms in p5.js, signifying a commitment to continuous learning and skill development in programming. • Artistic Innovation: Showcased creativity by generating a wide array of visual outputs from the same piece of code, highlighting versatility and innovation in digital art creation. • Engagement with Art and Technology: Exemplified a keen interest in the intersection of art and technology, utilizing programming as a tool to express artistic vision and concepts. • Community Contribution: Encouraged sharing and modification of the source code, fostering a community of learning and creativity in the field of generative art.

Project	Date	About the Project
HOLLYWOOD HUSTLE	02/2023 to present (Development period: 02/2023 to 05/2023)	<ul style="list-style-type: none"> • Innovative Card Game Creation: Developed "Hollywood Hustle," a unique card game simulating Hollywood movie production, incorporating various elements such as genre, loglines, casting, and director choices, reflecting deep knowledge of the film industry. • Extensive Card Deck Design: Designed an extensive card system including 30 Genre cards, 360 Logline cards, 99 Buzz and Pitch Cards, 321 Actor cards, and 163 Director cards, demonstrating meticulous attention to detail and a comprehensive approach to game mechanics. • Actor and Director Cards with Badges: Created Actor and Director cards featuring unique badges represented by emojis, adding a fun and interactive element to the game. Badges provide or deduct points based on traits, emphasizing strategic decision-making in casting. • Rich Gameplay Mechanics: Integrated multiple gameplay mechanics like dice rolls for genre and logline selection, casting pools, and buzz and pitch card challenges, offering players a rich and varied gaming experience. • Collaborative AI Integration: Utilized ChatGPT to brainstorm game elements including names, loglines, and card information. This collaboration highlights the effective use of AI in enhancing creativity and streamlining the game development process. • Card Production using After Effects: Employed After Effects to create the cards, incorporating a script for easy badge toggling, showcasing proficiency in digital design and automation. • Image Sourcing from IMDb: Sourced actor and director images from IMDb, ensuring authentic representation of Hollywood figures and adding a layer of realism to the game. • Comprehensive Scoring System: Developed a detailed scoring system ranging from -10 to 10, adding depth to the gameplay and mirroring real-world film production successes and failures. • Creative Game Elements: Introduced creative elements like 'Remakes, Reboots, Prequels, and Sequels' and special 'Buzz' and 'Pitch' cards, infusing creativity and unexpected twists into the game. • Large-Scale Project Execution: Successfully managed a large-scale project, from concept to prototype, including printing nearly 1000 cards and designing special dice and a notepad for the scoring system. • Production and Refinement through Playtesting: Successfully printed all game cards and acquired special dice, along with designing and printing a custom scorepad to simplify the game's complex scoring system. The game has been extensively playtested with friends and family, receiving enthusiastic feedback. This continuous playtesting has led to numerous iterative improvements, fine-tuning both the gameplay mechanics and rules for optimal enjoyment and engagement.
10K 10Ks	01/2024	<ul style="list-style-type: none"> • Innovative NFT Concept Development: Created "10k 10ks," a unique Python-coded project generating 10,000 fictitious NFT project titles, showcasing creativity and a satirical approach to current digital art trends. • Programming and Algorithm Design: Utilized Python programming skills, developed with the assistance of ChatGPT 4.0, to engineer a script that programmatically generates diverse NFT project names, highlighting technical proficiency and problem-solving capabilities. • Data Structure Implementation: Built and managed extensive dictionaries and rarity pools within the script, ensuring a wide range of title combinations and rarity distributions, demonstrating skills in data management and algorithmic design. • Creative Coding Application: Applied newfound coding skills to transform a humorous concept into a tangible digital project, reflecting a balance of technical acumen and creative thinking. • NFT Market Understanding: Demonstrated a deep understanding of NFT and PFP project structures, including elements like rarity tiers and artificial scarcity, underscoring market awareness and trend analysis. • Artwork Generation with AI Tools: Generated a collection of PFPs for the fictitious NFT projects using Midjourney, an AI tool, showcasing adaptability in using AI for creative purposes. • Project Management and Execution: Orchestrated the entire project from the initial concept to the final execution, including coding, data organization, and artwork generation. • Community Engagement and Satire: Engaged with the NFT community through a project that playfully critiques and honors the PFP culture, displaying a unique blend of humor and reverence for the digital art space. • Educational and Experimental Approach: Used the project as a platform to explore and learn Python programming, demonstrating a commitment to continuous learning and skill development.
10,000 Mares	01/2024	<ul style="list-style-type: none"> • Creative Project Conceptualization: Developed "10,000 Mares," a unique project inspired by Cryptopunks, showcasing a fusion of personal interest in NFTs and the desire to explore digital art creation. • Technical Skill Development: Utilized Python programming, aided by ChatGPT, to generate 10,000 unique illustrations, demonstrating significant growth in coding and algorithmic thinking. • Innovative Artistic Approach: Created pixel art representations of a beloved pet in a 24x24 pixel format, highlighting adaptability and creativity in digital art. • AI-Driven Inspiration: Leveraged AI software Midjourney to derive creative inspiration for the project, exemplifying the use of AI tools in the artistic process. • Digital Illustration Proficiency: Employed Adobe Illustrator for designing various pixel art components, showcasing expertise in digital illustration tools. • Algorithm Design and Execution: Wrote and refined a Python script to assemble unique digital art pieces based on a specific rarity index, indicating proficiency in programming and algorithmic art generation. • Rarity Index and Distribution Management: Carefully calculated and managed the distribution of traits in the project to ensure a balanced rarity index, demonstrating an understanding of key principles in digital art rarity. • Final Project Realization: Successfully completed the project, fulfilling a long-held aspiration to code a program generating a large number of unique digital illustrations.

Project	Date	About the Project
GARLAND PARK CHRONICLES	01/2024 to present	<ul style="list-style-type: none"> • Innovative Horror Podcast Creation: Developed "Garland Park Chronicles," a unique horror radio podcast with episodes crafted by AI, exploring the eerie and unsettling interplay between humans and technology. • AI-Driven Script Writing: Utilized advanced AI models to write initial drafts based on specific directions, showcasing an innovative approach to content creation. • Personal Contribution and Direction: Actively involved in revising scripts and directing the overall narrative, ensuring a personal touch in each episode. • Use of AI for Voice Reproduction: Employed ElevenAI's speech-to-speech voice reproduction technology to bring characters to life, enhancing the immersive audio experience. • Independent Editing and Production: Handled all editing and production tasks, including sourcing music from free stock resources and Suno AI, demonstrating skills in audio editing and production management. • Unique Conceptual Focus: Centered the podcast on the theme of AI, exploring its potential horrors and implications for the future, reflecting a deep engagement with contemporary technological issues. • Engaging Episode Themes: Created standout episodes like "Spectre in Machina," "Echoes of Sentience," and "The Firewall," each delving into different aspects of AI's impact on society and individual lives. • Comprehensive Creative Control: Maintained complete creative control over the podcast, published exclusively on a personal website, illustrating proficiency in digital content creation and online publishing. • Interactive Audience Engagement: Encouraged listener immersion with stories that blend AI-generated content with human creativity, pushing the boundaries of traditional podcast storytelling. • Continued Development and Publication: Ongoing involvement in the project, from its inception to the present day, highlighting a sustained commitment to innovative podcast production.

Project	Date	Role	My Contribution
GARLAND PARK CHRONICLES	2024 to PRESENT	PRODUCER, EDITOR	<ul style="list-style-type: none"> • AI-Enhanced Voice Production: Utilized ElevenAI's speech-to-speech voice reproduction technology, transforming initial voice scratch tracks into polished final performances, showcasing innovative use of AI in audio production. • Comprehensive Audio Editing: Skillfully edited and produced episodes using Adobe Audition, demonstrating expertise in audio software and maintaining high standards of audio quality throughout the podcast series. • Creative Audio Storytelling: Orchestrated the entire audio narrative, from recording initial voice tracks to final editing, ensuring each episode conveyed a compelling and immersive story. • Technical Skill Development: Continued to refine and enhance audio editing and production skills, keeping abreast with the latest AI technologies and techniques in podcast production. • Versatile Production Role: Demonstrated versatility by single-handedly managing all aspects of the podcast's audio production, from voice recording to final editing, highlighting a comprehensive skill set in audio storytelling.
INFECTION	2020	COMPOSER	<ul style="list-style-type: none"> • Dynamic Music Composition: Composed and produced the soundtrack for the project, skillfully matching the music to the visually striking and unique practical effects. • Innovative Visuals and Sound Integration: Collaborated closely with the team to ensure the music complemented the experimental macro cinematography techniques and fluid dynamics visuals. • Technical Adaptability: Demonstrated flexibility in working with a variety of materials and techniques, adapting the music to suit the unique visual style of the project. • Creative Problem Solving: Utilized a creative approach to overcome the challenges of synchronizing music with unconventional visual content. • Project Management and Collaboration: Worked efficiently alongside a small team, contributing to the project's success through a combination of musical talent and teamwork.
MOTORCRUSHER	2020 to PRESENT	SOLE CREATOR AND MUSICIAN	<ul style="list-style-type: none"> • Multi-Instrumental Performance: Performed all instrumental and vocal parts, showcasing versatility and proficiency in guitar, bass, keyboards, and vocals, reflecting a comprehensive skill set in music production. • Digital Drumming Integration: Utilized Logic Pro X's AI drummers, demonstrating an adeptness in integrating digital elements to create a full-band sound, ensuring a dynamic and powerful audio experience. • End-to-End Music Production: Handled all aspects of music production in my studio, from composing and recording to mixing and mastering, highlighting my capabilities in overseeing complete music projects. • Creative Visual Promotion: Produced a music video leveraging my motion graphics background, enhancing the band's online presence and engagement with fans, demonstrating a fusion of audio and visual creativity. • Digital Music Distribution: Made the music available on various streaming platforms, ensuring accessibility to a wider audience and staying current with modern music distribution methods. • Personal Artistic Expression: Created the project as a form of catharsis and personal expression during a challenging period, illustrating the use of music as a powerful tool for emotional release and creativity. • Homage to Influences: Successfully paid tribute to a variety of bands that influenced my music style, infusing elements from different genres to create a unique sound that resonates with both personal identity and hardcore music fans. • Ongoing Engagement and Passion: Continuously developed the project, driven by personal passion and positive feedback from family, especially my nephews, showcasing a commitment to both personal and artistic growth.
MAKING RENT-A-PAL	01/2020 to 07/2020	COMPOSER	<ul style="list-style-type: none"> • Custom Music Composition: Created over 30 original music tracks, tailoring each piece to perfectly match the series' tone and narrative, demonstrating my proficiency in composing and producing custom music. • Strategic Use of Stock Music: Initially utilized stock music to establish the editing rhythm and mood of each episode, ensuring efficient workflow and creative direction during the pre-finalization stage. • Cost-Effective Audio Solution: Replaced stock music with original compositions post-picture lock, providing a cost-effective solution that enhanced the overall production quality without incurring high expenses. • Enhanced Audio-Visual Synchronization: Skillfully matched the beat and vibe of the original stock music with newly composed tracks, ensuring seamless audio-visual alignment that enriched the storytelling experience. • Originality and Copyright Compliance: Carefully crafted music that was distinct from the initial stock tracks, maintaining originality and avoiding any copyright infringement issues, showcasing not only legal awareness but also creative ingenuity.
RENT-A-PAL	01/2020 to 07/2020	COMPOSER	<ul style="list-style-type: none"> • Composer and Producer Role: As a key member of the creative team, I was entrusted with the responsibility of composing the film's soundtrack, with the freedom to explore diverse musical styles under minimal guidance. • Extensive Involvement in Production: Engaged in the project right from pre-production, dedicating 8-10 months to create over 40 distinct pieces of music, demonstrating commitment and adaptability in aligning with the film's evolving needs. • Diverse Musical Range: Showcased versatility by composing a soundtrack that ranged from synth-driven 80s nostalgia tracks to intricate piano and saxophone compositions, catering to varied cinematic moods and themes. • Technical Audio Expertise: Employed a broad spectrum of audio plugins to authentically replicate the distinct VHS 80s sound, balancing modern quality with retro aesthetics. • Critical Acclaim: Garnered positive reviews for the score's contribution to the film's atmosphere, with critics noting the soundtrack's ability to enhance both the narrative and the emotional impact of the film, as highlighted in reviews from Nerdy and Shock Till You Drop. • Innovative Music Production: Developed a unique and hauntingly beautiful score that not only complemented the narrative but also added a significant layer of depth to the film's overall ambiance, contributing to its success and distinctiveness in the genre.

Project	Date	Role	My Contribution
THE JUMP SCARES	2019 to PRESENT	SOLE CREATOR AND MUSICIAN	<ul style="list-style-type: none"> • Unique Music Creation: Spearheaded the creation of a unique punk rock, psychobilly, horror-punk music project, demonstrating originality and a distinct artistic voice in the genre. • Comprehensive Music Production: Handled all aspects of music production, including songwriting, performing, recording, and editing, showcasing a deep understanding and mastery of the music creation process. • Innovative Sound Design: Experimented with a blend of punk rock and horror-themed elements to produce a distinctive sound, reflecting my ability to innovate within musical genres. • Audio-Visual Synergy: Leveraged motion graphics skills to create compelling visual content that complements and enhances the musical experience, showcasing a synergy between audio and visual arts. • Independent Music Distribution: Distributed music across various digital platforms, navigating the modern landscape of music publishing and ensuring wider accessibility and audience reach. • Artistic Diversity: Demonstrated versatility in musical style and theme, differentiating this project from other personal music ventures, and highlighting my range as a musician and creator. • Continual Creative Engagement: Actively engaged in the project from its inception to the present, illustrating dedication to musical exploration and continuous artistic development.
EAT	05/2013 to 09/2013	COMPOSER	<ul style="list-style-type: none"> • Innovative Score Composition: Crafted a unique and haunting film score using real guitar distortion and feedback, reflecting a creative approach to auditory storytelling and enhancing the film's horror elements. • Synergy with Film Editing: As both the composer and editor, seamlessly integrated music with visual elements, ensuring maximum impact for horror and gore scenes, and demonstrating a synchronized approach to film production. • Adaptive Music Creation: Utilized the flexibility of being the film's editor to instantly adjust either the score or the edit, achieving a perfect alignment of music with key moments, enhancing the overall cinematic experience. • Emotional Range in Music: Created a score that varied from soothing and beautiful in quiet moments to overwhelmingly intense during scenes of cannibal carnage, showcasing the ability to evoke a wide range of emotions through music. • Memorable Closing Track: Composed 'They See Me,' a beautifully haunting piece, as the film's closing track, leaving a lasting impression on the audience and demonstrating a skill in concluding narratives with powerful music. • Holistic Creative Control: Exercised complete creative control over the film's auditory elements, aligning them perfectly with the film's narrative, themes, and visual style, underscoring my comprehensive capabilities as a filmmaker.
INCUBTOR	02/2010	COMPOSER	<ul style="list-style-type: none"> • Non-Dialogue Score Composition: Developed an expressive and impactful score for this non-dialogue short film, using music to intensify the terror and psychological depth of the narrative. • Integral Role in Film Direction: Directed the critically acclaimed short, ensuring the music perfectly complemented the film's intense psychological themes, contributing to its global recognition in over 50 film festivals. • Award-Winning Creative Input: Contributed significantly to the film's success, which won 13 awards, by providing a score that enhanced the storytelling and audience connection. • Emotionally Charged Music: Crafted a score that underscored the film's tension and drama, leveraging music to fill the absence of dialogue and elevate the viewing experience. • Comprehensive Creative Control: Balanced roles as both composer and director, ensuring a cohesive and unified artistic vision, demonstrating versatility and skill in film production. • Global Audience Engagement: Through the score, effectively conveyed powerful and thought-provoking stories, resonating with diverse audiences internationally and contributing to the film's acclaim.
VEGAS BABY VEGAS	2004 to PRESENT	SOLE CREATOR AND MUSICIAN	<ul style="list-style-type: none"> • Innovative Music Creation: Pioneered a unique music style combining electronic piano and synth melodies with hip-hop and pop beats, showcasing creativity and a flair for experimentation. • Self-Produced Mixtape: Released a mixtape in 2018 featuring curated tracks, demonstrating initiative and a passion for sharing experimental music. • Digital Music Distribution: Successfully made the music available on various streaming platforms, highlighting skills in modern music distribution and digital content management. • Integration in Film Projects: Utilized some tracks in my own film projects, showcasing the versatility and adaptability of the music in complementing visual narratives. • Long-Term Personal Project: Sustained this music project since 2004, reflecting a deep commitment to personal artistic expression and continuous creative development. • Exploration of Unique Soundscapes: Embraced experimental approaches to music production, resulting in distinctive tracks that blend various musical genres and styles.

Project	Role	Awarding Body	Award or Recognition	Year
RENT-A-PAL	Producer, Composer, Visual Effects	Sitges Film Festival	Nominated New Visions Award	2020
RENT-A-PAL	Producer, Composer, Visual Effects	Award This!	Nominated Best Romantic Comedy	2020
RENT-A-PAL	Producer, Composer, Visual Effects	Strasbourg European Fantastic Film Festival	Official Selection	2020
RENT-A-PAL	Producer, Composer, Visual Effects	The Terror-Fi Film Festival	Official Selection	2020
RENT-A-PAL	Producer, Composer, Visual Effects	Leiden International Film Festival	Official Selection	2020
MOBILITY	Director, Visual Effects	The Telly Awards	Art Direction	2016
EAT	Writer, Director, Editor, Composer, Visual Effects	Sitges Film Festival	Official Selection	2014
EAT	Writer, Director, Editor, Composer, Visual Effects	Denver Film Festival	Official Selection	2014
EAT	Writer, Director, Editor, Composer, Visual Effects	NIFFF	Official Selection	2014
EAT	Writer, Director, Editor, Composer, Visual Effects	Sacramento Horror Film Festival	Best Feature Film (Horror)	2014
EAT	Writer, Director, Editor, Composer, Visual Effects	Atlanta Horror Film Festival	Best Feature Film (Horror)	2014
EAT	Writer, Director, Editor, Composer, Visual Effects	Mile High Horror Film Festival	Best Colorado Short Film	2014
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Fear Fete Horror Film Festival	Best Micro Short Film	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Fear Fete Horror Film Festival	Best Short Film Director	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Fear Fete Horror Film Festival	Best Short Film Actor	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Maverick Movie Awards	Best Short Film Special Effects Make Up	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Fargo Fantastic Film Festival	Best Micro Short Film	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Rhode Island Horror Film Festival	Best Short Film	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Killer Film Fest	Killer Short	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Killer Film Fest	Killer Actor	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Killer Film Fest	Killer SFX	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	My Bloody Violent-tine Film Festival	Audience Award	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Couch Fest Films	Most Intense	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Indie Spirit Film Festival	Best Horror Short	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Maverick Movie Awards	Nominated Best Short Film Director	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Maverick Movie Awards	Nominated Best Short Film Actor	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Maverick Movie Awards	Nominated Best Editing	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Shockfest	Nominated Best Short Film	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Shockfest	Nominated Best Monster Character	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Killer Film Fest	Nominated Best of Killer Film Fest	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Killer Film Fest	Nominated Best Editing	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Killer Film Fest	Nominated Killer Sound Design	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Killer Film Fest	Nominated Scared to Death	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Knoxville Horror Film Festival	Nominated Palm D'Gore	2011
INCUBATOR	Writer, Director, Editor, Composer, Visual Effects	Los Angeles Reel Film Festival	Nominated Honorable Mention - Narrative Short Category	2011
THE HOUSE IN WINDSOR	Writer, Director, Editor	University of Colorado Denver, College of Arts and Media	Digital Visions Best Narrative	2010
THE HOUSE IN WINDSOR	Writer, Director, Editor	Denver Film Festival	Official Selection	2010
DEAD LINE	Writer, Director, Editor, Composer, Visual Effects	Colorado Film School	Best Production 1 (Film)	2007

SKILL	ABOUT
Creative Direction	Expertise in guiding projects from concept to completion ensuring the creative vision is consistently executed
Motion Graphics Design	Proficiency in creating visually compelling graphics and animations
Visual Storytelling	Strong ability to convey stories and messages through visual media
Film Editing	Expertise in editing film and video to create engaging and cohesive final products
Music Composition	Ability to compose and produce music enhancing the auditory experience of projects
Digital Illustration	Skilled in creating digital artwork and illustrations
3D Modeling & Animation	Capable of creating detailed 3D renderings and animations for various applications
Technical Adaptability	Ability to quickly learn and adapt to new software and technologies
Web3 Knowledge	Experience with blockchain technology and NFTs showcasing an understanding of emerging digital trends
AI Integration & Innovation	Expert in employing advanced AI technologies (including GPT-4.0 Midjourney Suno AI ElevenLabs) for enhancing creative and technical projects
AI-Driven Creativity & Adaptability	Passionate about leveraging AI to push the boundaries of traditional creative processes with a strong aptitude for rapidly adapting to emerging AI technologies and trends
Video Production	Skilled in producing high-quality video content from conceptualization to final output
Color Grading	Proficient in color correction and grading to enhance the visual appeal of video and film
Sound Design	Capable of creating and integrating sound effects to complement visual media
Post-Production Management	Experienced in overseeing the post-production process ensuring timely and quality delivery
Project Management	Ability to manage and coordinate various aspects of a project ensuring efficient workflow and team collaboration
Client Communication	Skilled in communicating effectively with clients understanding their needs and delivering satisfactory results
Creative Problem-Solving	Excellent at devising innovative solutions to complex creative and technical challenges
Storyboarding	Proficient in creating storyboards to plan and visualize projects
Attention to Detail	High level of attention to detail in all aspects of production and post-production
Time Management	Efficient in managing time and meeting tight deadlines in fast-paced environments
Team Leadership	Experienced in leading and motivating teams to achieve project goals
Adaptability to Changing Environment	Ability to adapt and thrive in various working environments and project requirements
Networking Skills	Proficient in building and maintaining professional relationships within the industry
Budget Management	Capable of managing budgets effectively ensuring cost-efficiency in projects
Scriptwriting	Skilled in crafting compelling scripts for various media formats
Research Skills	Strong ability to conduct thorough research to inform and enhance creative projects
Cinematography Knowledge	Understanding of cinematographic techniques and their application in film and video
Animation Direction	Experienced in directing animation projects overseeing the creative and technical aspects
Creative Writing	Ability to produce creative written content for various platforms and audiences
Brand Development	Skilled in developing and maintaining brand identity through visual and written content
Graphic Design	Proficient in graphic design creating visually appealing and on-brand graphics
Marketing Strategy	Understanding of marketing principles and strategies and their application in creative projects
Public Speaking	Experienced in presenting ideas and projects to various audiences
VFX Supervision	Proficient in supervising visual effects work ensuring alignment with the project's vision
Data Visualization	Skilled in presenting complex data in visually accessible formats
Cultural Awareness	Sensitivity and awareness of cultural nuances in content creation and communication

Collaborative Skills	Excellent at working collaboratively with diverse teams and professionals
Content Strategy	Ability to develop effective content strategies for various media platforms
SEO Knowledge	Understanding of SEO principles and their application in digital content creation
UX/UI Design Principles	Knowledge of user experience and user interface design principles
Photography Skills	Proficient in photography capturing high-quality images for various uses
Bilingual Communication	Ability to communicate effectively in multiple languages (if applicable)
Event Planning	Skilled in planning and executing events such as film screenings or product launches
Documentary Filmmaking	Experienced in creating documentary films from research to production
Multitasking	Capable of handling multiple projects and tasks simultaneously
Risk Management	Ability to identify and manage risks in creative and technical projects
Crisis Management	Skilled in managing unexpected issues and crises in project environments
Cross-Functional Collaboration	Experience working across different functional areas to achieve project goals
Sustainability Practices	Knowledge of and commitment to sustainable practices in production
Negotiation Skills	Proficient in negotiating contracts terms and conditions with clients and suppliers
Analytical Thinking	Proficient in analyzing data and making data-driven decisions
Strategic Planning	Skilled in developing long-term strategies to meet business objectives
Problem Identification	Expert at identifying issues and obstacles in workflows and processes
Solution Implementation	Capable of implementing effective solutions to address identified problems
Efficiency Optimization	Experienced in optimizing workflows for maximum efficiency and productivity
Process Improvement	Skilled in identifying and improving operational processes
Critical Thinking	Ability to think critically and approach problems with a logical mindset
Change Management	Proficient in managing and adapting to organizational changes
Quality Assurance	Committed to maintaining high quality standards in all aspects of work
Decision Making	Confident in making informed decisions in fast-paced environments
Conflict Resolution	Effective in resolving disputes and maintaining positive work relationships
Interpersonal Communication	Strong ability to communicate effectively with colleagues and stakeholders
Customer Service	Experienced in providing excellent customer service and client satisfaction
Financial Acumen	Understanding of basic financial principles and budget management
Risk Assessment	Ability to assess and mitigate risks in business operations
Organizational Skills	Highly organized with the ability to manage multiple tasks and projects
Training & Development	Experienced in training and mentoring team members
Delegation	Skilled in delegating tasks effectively to optimize team performance
Regulatory Compliance	Knowledgeable about industry regulations and ensuring compliance
Cross-Cultural Competence	Ability to work effectively in diverse cultural environments
Performance Measurement	Skilled in setting performance metrics and evaluating outcomes
Resource Management	Proficient in managing resources efficiently to achieve project goals
Goal Setting	Experienced in setting realistic and achievable goals
Adaptive Learning	Quick to learn and adapt to new information and environments
Empathy	Strong ability to empathize with others and understand their perspectives

INTEREST/HOBBY	ABOUT
Daily Nature Walks	Enjoys daily walks in the park, enjoying local wildlife and actively participating in their safety and well-being.
Genre Film Expertise	Deep knowledge and involvement in horror and independent genre films, including creating and directing multiple acclaimed projects.
Music Composition & Performance	Talented in composing and performing music across various projects and bands, encompassing punk, electronic, and hardcore genres.
Mixed Media Painting	Engages in creating mixed media paintings, blending various artistic elements for unique visual expressions.
Digital Art & NFT Creation	Creates digital art and NFTs, exploring the intersection of technology and art, including conceptual projects not intended for sale.
Merchandise Design	Designs and produces creative merchandise like shirts and enamel pins, showcasing a flair for tangible artistic expression.
Self-Directed Learning	Highly skilled in self-teaching, especially in technical areas like Motion Graphics, AI, and blockchain technology through resources like ChatGPT.
AI Experimentation & Concept Development	Develops innovative tech concepts like NuvixScript, using AI platforms to brainstorm and create comprehensive white papers.
Video Gaming	An avid gamer with a preference for narrative-heavy and sports games, with a historical interest in potentially pursuing professional gaming.
VR Gaming & Creation	Enthusiastic about VR gaming experiences and has professional experience with 360 video projects, aspiring to explore VR game creation.
Board and Card Game Development	Developed a unique card game, 'Hollywood Hustle,' combining film knowledge with gaming, and fully created a playable prototype.
Interactive NFT Projects	Initiated projects like tzMiniFigis, blending NFT collectibles with interactive gaming elements, and planning dynamic NFT-based games.
Sports Fandom	Devoted fan of NBA basketball, NFL football, and other sports, with extensive knowledge and a deep appreciation for athletic achievements.
360 Video Production	Pioneered in the field of 360 Video/VR content creation, showcasing adaptability in emerging video technologies and client engagement.
Movie Fan	Passionate about all film genres, actively engages in film discussions, critiques, and analysis, while also participating in film festivals and curating an extensive movie collection.