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Editorial showreel: editor.prevalent.biz/
Motion Graphics showreel: mg.prevalent.biz/
3D Artist showreel: 3D.prevalent.biz/

KEY SKILLS

- ✚ Film and Video Editor: AVID, Adobe Premiere, DaVinci Resolve 17, Final Cut Pro, After Effects expert, Combustion, Color Correction, Shot Transition Proficiency, Digitizing footage, Compression Codecs
- ✚ Motion Graphics: Animation with After Effects, Photoshop, Illustrator, Red Giant Trapcode, Effects and Color Suites, Unity, Element 3D, Adobe Edge, InDesign Flash, Nuke, Combustion, Spine
- ✚ Videography: High Def and Film camera operator, Calibration, Three Point Lighting Expertise, Film Producer and Director, Footage Digitization into Editorial, Cinema and TV Historian, File Storage
- ✚ Sound Designer: Protools, Logic Audio, Bias Peak, Reason, Audacity, Music Composition Production
- ✚ 3D Generalist: CG Artist: Maya, 3DS Max, Mudbox, ZBrush, Modeling, Texturing, UV Unwrap, Shader Creation, Substance Painter. Technical and Character Animation: Keyframe, MoCap, Camera setup and movement, Lighting, Rendering, VRay, Compositing, Visual Effects, Virtual Reality Stereoscopic 360
- ✚ Music: Digital and Analog music composition and production, guitarist, bassist, drummer, keys

WORK EXPERIENCE

Producer

1995 - present

Prevalent Entertainment, Inc. - Las Vegas, NV, Los Angeles, CA

- ✚ Creator/ Animator of the CG animated feature films LIFE'S A JUNGLE and THE PRODIGY now in successful worldwide distribution by eOne Films. Managed every facet of production.
- ✚ Film Editor: Post Production and Editing of feature films, visual effects shots and demos.
- ✚ Filmmaker: Creator and Editor of animated VR films for HoneyVR and JAG Global Learning.
- ✚ Head of Animation: In charge of production, animation, graphic design for XST Inc. Burbank, CA from 2015 to the present. 3D Graphics Software Development with Augmented Reality, UE4
- ✚ Live Action Film Producer: Produced, Edited and Directed award winning short films
- ✚ Multimedia technical support for Sony Pictures and Amblin Entertainment on the blockbuster feature films: *SPIDERMAN2*, *SPIDERMAN3*, and *WAR OF THE WORLDS*.
- ✚ 3D Virtual Reality Content Producer: Medical Industry VR Animator for AppliedVR.
- ✚ 3D Generalist: 3D Artist at The Third Floor Productions on the film Brilliance & others
- ✚ CG Generalist: CG Artistry, 3D Animation, Lighting, Rendering on Marvel's Avengers Station.
- ✚ Head of Animation: Modeling, animating, rigging for Fotocomics Productions on Previs Animation for the film *WHITESHOE*. Also 3D Artist on the final CG and VFX shots for the film.
- ✚ Film and TV Music Producer: 18 year Publishing contract with the Universal Music Group.

Project Manager - 3D Feature Film Animation

2006

Walt Disney Studios - Burbank, CA

- ✚ Administer and implement technologies that manage the feature film production pipeline.
- ✚ CG Asset tracking and sharing during creation, revision, shot production, and shipment in conjunction with an overseas studio, from pre-production through post. Assignment Complete.

Feature Film Animation and Technology Specialist

1997 - 2005

DreamWorks SKG - Glendale, CA

- ✚ Animation Technology Specialist for feature films animation and live action divisions.
- ✚ Setup and operated a Final Cut Pro editing and sound design bay for the Film Music department.
- ✚ Worked on SHREK, SHREK2, MADAGASCAR, SHARK TALE, OVER THE HEDGE, & others.
- ✚ Provided technical support and training for Avid Editorial, Animators, Visual Development, Story Illustrators, Layout, Archiving, Story Development, Producers, and Directors.
- ✚ Setup first Digital Video Editing Bay and Video Render farm with EditDV Software
- ✚ Expertise with Maya Animation, Rigging, Previs Animatics and CG production workflow

Engineering Coordinator

1988 - 1997

Hughes Research Laboratories - Malibu, CA

- ✚ DBA, Technical Admin for Engineering Dept, Project Management, Manpower Analysis & Planning.
- ✚ Liaison with Graphic Arts Department, Graphic Arts Design and Web Design using Photoshop, QuarkXPress, PageMaker, Premiere, Illustrator, Strata Studio Pro. Software Development, UI/UX.

Engineering and Material Science Research Analyst

1984-1987

UCLA Physics and Engineering Laboratories - Westwood, CA

- ✚ Research Development Engineer: Project Manager using thin film deposition of atomic particles in vacuum systems, Plasma Particle Physics, Thermodynamics, Electromagnetism, Acoustics.

EDUCATION

- ✚ UCLA - Los Angeles, CA **Bachelor of Science Degree in Physics**
emphasis: plasma particle physics, thermodynamics, acoustics
- ✚ De Anza College - Cupertino, CA **AA Degree**
emphasis: Engineering, Engineering Drafting

TRAINING

- ✚ Gnomon Workshop - MAYA Animation, Modeling, Rigging, Lighting, Rendering, Dynamics
- ✚ Gnomon Workshop - 3D Studio Max Animation, Rigging, Texturing, Lighting, Rendering
- ✚ CG Academy - 3D Studio Max, Animation, Lighting, Modeling, Effects, Particle Flow
- ✚ Dreamworks Training - Maya, 3D Studio Max, AVID/Final Cut Pro Editing, Digital Lighting
- ✚ CompTIA - A+ Certification in Technology: Hardware and Software, Windows OS
- ✚ DreamWorks Training - After Effects, Shake, SoftImage, Unix, Photoshop, Flash, Illustrator

ADDITIONAL SOFTWARE SKILLS

V-Ray and Domemaster 3D Virtual Reality Stereoscopic 360 Rendering, Blueprint, Unity Mecanim & Mixamo, Nuke, Fusion, VUE, Marvelous Designer, Advanced Skeleton, RapidRig, Shave & a Haircut, Plant Factory, RealFlow, Particle Illusion, AfterBurn, Marmoset TB, Golaem Crowd, ProTools, Logic Audio, Reason, Avid, Final Cut Studio with Motion, AutoCAD, Revit, Final Draft, OmniPage Pro, DVD Authoring, Windows/Mac OS, Linux, MEL Scripting, Dreamweaver, Javascript, C#, C++, CSS3, HTML5

HARDWARE SKILLS

Render Farm construction and maintenance, Networking Systems Administration, PC System Construction: Assembly and Support of CPU, Motherboard, DDR RAM, Hard drives, DVD Burners on SATA controllers, Open GL 3D PCIe Video Cards, CUDA, RAID installation for AVID. Avid, Premiere and Final Cut Studio editing bay construction and operation, FireWire, eSATA setup. ProTools, Logic Audio MIDI production setup and operation. Mic preamps, audio mixing console, audio outboard effects gear, audio sampling

OTHER SKILLS

Life Drawing, Painting, Photoshop Art Rendering, Website Developer, Still Photography

AFFILIATIONS

ASCAP & BMI Performing Rights: Songwriter/Music Publisher Membership: 1987 - Present, Gnomon Workshop, UCLA Alumni, DreamWorks Alumni, National Forensic League