

Qualifications Summary

Formally educated in video, art, and animation. Possess strong communication, organizational, and troubleshooting skills. Able to juggle multiple tasks and can work in groups and independently. I enjoy working with other talented artists, continuing my education, growing my skills and making work fun. I have motivation, drive, an excellent work ethic, and passion for my career.

- Proficient in many aspects of video/animation production and related production software:
 - 3D Modeling & Animation - Lightwave 3D
 - Video Editing - AVID, Premiere Pro, Final Cut, Media 100
 - Motion Graphics - After Effects, Combustion
 - Videography - Canon GL2, 70D
 - Image Creation & Editing - Photoshop, Illustrator, Flash
- Accurate 3D modeling from technical drawings
- Proficient in Microsoft Word, Excel, PowerPoint, PC, Mac OS

Work Experience

Adjunct Faculty – McNally Smith College of Music

- Teaching multimedia production – Design, Photoshop, After Effects, Final Cut Pro

Artist / Owner – *Highline Digital Graphics, LLC*, Apple Valley, Minnesota (2012 – present)

- Animated video invitation for business event - "Greater MSP"
- Presentation for Oil & Gas industry
- Motion Graphics - Bloomington Center for the Arts – "Sunday in the Park with George"
- 3D Animated carport construction – Premier Carports, LLC
- Video and photo editing

Artist / Animator – *Litigation Insights*, Eagan, Minnesota (2001 – 9/2012)

- Created exhibits and animated presentations for use in trial, e.g. accident reconstruction, patent infringement, product liability, medical cases
- Created animated tutorials, e.g. LCD function, welding rod manufacturing & use, papermaking, respiratory protection, and surgeries
- 2D & 3D Animation, storyboards, character animation, compositing, Illustration and PowerPoint
- Editing with AVID Media Composer, Media 100, encoding and authoring for CD, DVD, Web
- Videography in depositions, mock trials, factories, laboratories, and in-flight aircraft testing
- Document pullouts, audio editing, illustration, FTP services

Education

- B.S. in Film and Video Production - *Grand Valley State University* (2001)
 - Emphasis in Animation
 - Minor in Art
- Drafting/CAD Technical Degree - *Allegan County Technical College* (1994)

Relevant Coursework:

Video Production	2D & 3D Animation	3D Modeling
Interactive Design	Drawing & Painting	Storyboarding
Scriptwriting	Drafting	Film Theory
History of Film & Animation	Music	

Related Experiences & Community Outreach

48 Hour Film Project – 2015

Lifetime Fitness event volunteer - (2014 – present)

River Valley Church – Live Video Switcher (Dec 2014)

Global Game Jam – 48 hour game design competition, (2014,2016)

Event Volunteer, National MS Society – Muckfest, Youth Camp (2012 – present)

Minnesota Lightwave User Group Member (2003 – present)

Kalamazoo Animation Festival International Guest Speaker – “Introduction to 3D Animation” (2002)

SIGGRAPH Student Volunteer at National Conference, Los Angeles (2001), New Orleans (2000)

Other Work Experience and Interests

Head Alpine Snowboard Coach – *The G Team* (2004 – 2013)

- Coaching youth & adults on nationally competitive snowboarding team
- Developing and overseeing training programs for athletes, setting SL, and GS courses.
- Supervising athletes locally and during national & international competition and travel

Resident Assistant at Calder Art Student Housing – *Grand Valley State University* (1999-2001)

Outdoor sports: Snowboarding, Running, Triathlon.

- 2014 Square Lake Long course
- 2011 Twin Cities Marathon

Founding Member “After School Special” A Capella singing group – Allendale, Michigan