

■ Career Objective:

To utilize my 19+ years of 3D animation experience to create effective animations that simplify, teach, and illustrate complex ideas, processes, procedures, events, mechanics, and physics.

■ Qualifications:

- Strong Passion for communicating through visual graphics
- 19+ years experience using 3D visualization and animation software including Alias products to Illustrate architecture, physics, motion dynamics, mechanical devices, medical procedures, product visualizations, and natural phenomena
- Strategically planned, scheduled and executed projects for multi-disciplinary teams on time, and within budget.
- Knowledge of many disciplines, industries, and materials
- Extensive practical hands-on experience as owner and manager of small businesses
- Met clients face-to-face for presentations, listened to their needs, collaborated with technical and medical experts, prepared proposals, and worked as part of multi-disciplinary teams.
- Started a 3D animation department and grew it to a team of four animators and a network of machines.
- Designed and built websites; including ecommerce

■ Skills:

- **Technical Skills:**
- extensive 3D modeling and animation abilities
- excellent observation and perception skills
- project management
- high proficiency with Mac, UNIX, Windows, Autodesk Maya, Illustrator, Photoshop, InDesign, Excel, After Effects, Dreamweaver, and Flash
- creative problem solving
- physics, mechanics, and ergonomics
- time efficiency and space efficiency
- technical writing
- desktop publishing
- film & video production
- traditional model building with wood, plastic, metal, foam, plexiglass, fabric, RTV rubber molds, and graphics

People Skills:

- excellent communicator through 3D graphics, sketches, models, and the spoken and written word
- excellent listener
- great liaison between technical and non-technical people
- team player
- team leader, public speaking, and training experience

■ Mindset:

- equal balance of creative and analytical thinking
- think out of context to solve problems through innovation
- think in 3D and 4D
- designer/engineer/innovator/artist
- enjoy working in multi-disciplinary and cross functional teams
- knowledge of many disciplines while specializing in several
- love creative and intellectual challenges

■ Work Experience:

Creston Parker Digital Effects, Woodstock, GA
Technical Animator
August 1997 - Current

Started a 3D animation business creating 3D animations for the legal, engineering, medical, architectural, and advertising industries. Projects include; medical procedures, physics, motion dynamics, mechanical devices, product operation, architectural visualization, character animation, timelines, virtual product visualization, and virtual environments.

WebSpigot.com, Woodstock, GA
Website Developer / Owner
May 2007 - Current

Started a web development company to design, build, and maintain websites of all sizes and industries including attorneys, restaurants, physicians, online stores, etc. This business has a team of three full-time, one part-time, and several freelancers.

ScaleTree.com, Louisville, KY
Product Developer / Owner
May 2001 - December 2006

Started a company to develop a line of realistic model trees for the professional model builder, architecture, special effects, and hobby industries. My roles included; building prototypes, sourcing manufacturers in China, and package design. Used in 2005 version of King Kong.

Diamond Studios, Birmingham, AL
Digital Effects Designer
August 1991 - September 1997

I arrived at Diamond Studios to start a CGI department. After six years, the CGI department grew to a team of four animators and a network of machines, My work included all types of 3D animation.

■ Education:

Northern Illinois University, DeKalb, IL
June 1987 - May 1989
Degree: Bachelor of Fine Arts, Electronic Media

University of South Florida, Tampa, FL
August 1984 - 1986 Studied Computer Technology and Cinematography