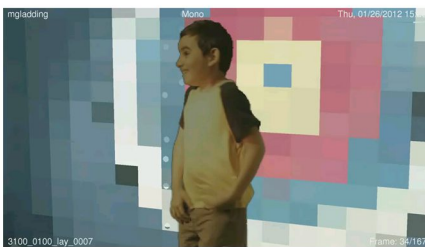


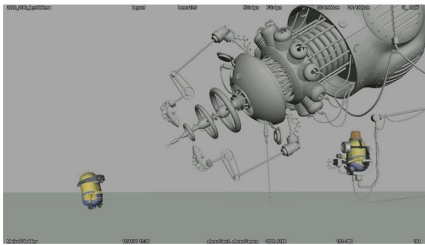
Demo Reel Shot Breakdown:



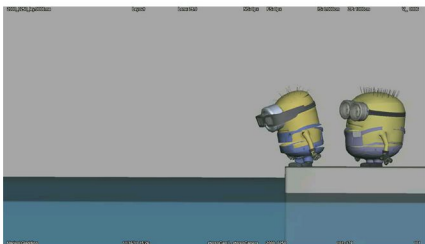
Project: Despicable Me: Minion Mayhem, Reel FX
Description: Responsible for camera animation, character blocking, and set dressing.
Software Used: Autodesk Maya



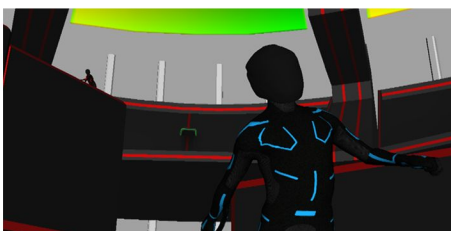
Project: Despicable Me: Minion Mayhem, Reel FX
Description: Responsible for camera animation, character blocking, and set dressing.
Software Used: Autodesk Maya



Project: Despicable Me: Minion Mayhem, Reel FX
Description: Responsible for camera placement, character blocking, and set dressing.
Software Used: Autodesk Maya

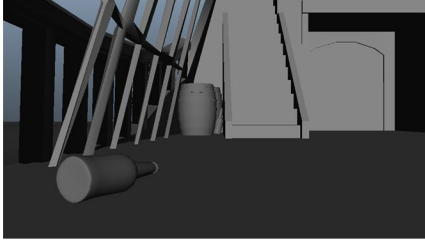


Project: Despicable Me: Minion Mayhem, Reel FX
Description: Responsible for camera placement, character blocking, and set dressing.
Software Used: Autodesk Maya

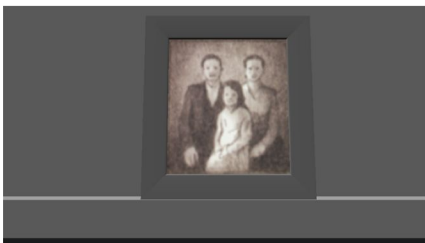


Project: CG Talk: FXWars Tron Tribute, multiple sequences and shots
Description: Responsible for all camera work and blocking/rough animation on character and cubes, final animation on blue Tron character.
Software Used: Autodesk Maya

Demo Reel Shot Breakdown:



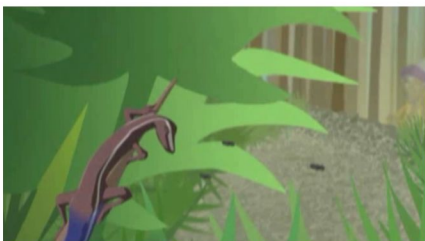
Project: Pirate Girl, multiple sequences and shots, professional development
Description: Responsible for all camera work, all set dressing, character blocking, and modeled all of the props on the ship.
Software Used: Autodesk Maya



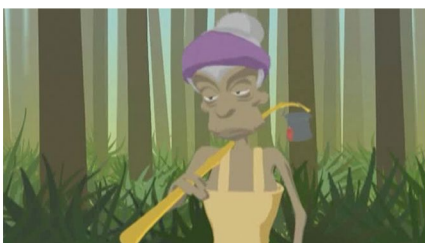
Project: *The Arrival*, multiple sequences and shots, professional development
Description: Story and images taken from Shaun Tan's *The Arrival*; Responsible for camera work, set dressing, modeling environment and props, and character blocking.
Software Used: Autodesk Maya



Project: Uncle Monday, senior project at the University of Central Florida (UCF)
Description: Responsible for Rough and Final layout, including character blocking and set dressing.
Software Used: Adobe Illustrator, Adobe Photoshop, and Shake



Project: Uncle Monday, senior project at the University of Central Florida (UCF)
Description: Responsible for Rough and Final layout, including character blocking and set dressing.
Software Used: Adobe Illustrator, Adobe Photoshop, and Shake



Project: Uncle Monday, senior project at the University of Central Florida (UCF)
Description: Responsible for character animation and prop animation.
Software Used: Autodesk Maya