Experience

Senior Character Illustrator (April 2014 – Present)

Viacom Nickelodeon Global Creative Group, Consumer Products (Burbank, CA)

Art Director on Top Wing, Rusty Rivets, Nella the Princess Knight, Team Umizoomi, & Bubble Guppies. Character art for SpongeBob SquarePants, Teenage Mutant Ninja Turtles, Paw Patrol, Shimmer & Shine, Invader Zim, Sunny Day, Dora & Friends, Blaze...

Character Designer (June 2017 – June 2018)

Nickelodeon Animation (Burbank, CA)

Visual Development

Associate Art Director, CGI, 3D – Creative Development (March 2007 – March 2014) Nickelodeon Games (Glendale, CA)

Developed pitches for original intellectual properties SpongeBob SquarePants, Teenage Mutant Ninja Turtles, Monkey Quest, Neopets, Petpet Park, Scribble Hero, Thunder Bow, & Jelly Cannon

Concept Artist for Disneyland Theme Parks (June 2011 – November 2011) Walt Disney Imagineering (Burbank, CA)

Visual Development for Blue Sky: Created pitches for new attractions & rides

Animator (2005 - 2007)

Titmouse, Inc. (Los Angeles, CA)

Metalocalypse & Snoop Dogg's Hood of Horror

Storyboard Revisions & Prop Design (2005)

Warner Brothers Animation (Sherman Oaks, CA)

Coconut Fred

Character Design (2005)

One Red Room (Toluca Lake, CA)

Lead Artist (2002 – 2005)

Neopets (Glendale, CA)

Storyboard Clean-up (2003 - 2003)

Nickelodeon Animation Studios (Burbank, CA)

Kung Fu Spy Troll

Storyboard Clean-up & Revisions (2001 - 2002)

Nickelodeon Animation Studios (Burbank, CA)

Invader Zim

Education

Gnomon School of Visual Effects (2010)

California State University, Long Beach, BFA: Illustration

Skills

Adobe Photoshop, Adobe Animate, ZBrush, & Autodesk Maya