



Professional Experience

Welsonworks | Greater Seattle Area | Visual Storytelling Consultant
September 2003 - Present

- Storyboard illustration for interactive media, live-action and animation
- Write scripts, outlines, and treatments for interactive media, live-action and animation
- Design game systems and economies centered around immersive narrative experiences
- Consult with C-suite executives and visualize ideation in real time utilizing live illustration

Indigo Slate | Bellevue, WA
September 2014 – March 2019 (4 years, 7 months)

Game Designer (Consulting Contract) | *September 2017 - March 2019 (1 year 7 months)*

- Designed game systems, LiveOps economies and immersive mixed reality experiences for Microsoft Azure Gaming
- Responsible for conceptual design and visual language of variety of game worlds and characters
- Created and optimized 2D/3D assets and real-time visual effects utilizing latest physics-based rendering (PBR) pipelines in Unity and Unreal Engine

Senior Illustrator (Promotion) | *October 2015 - August 2017 (1 year 11 months)*

- Responsible for small team of designers/illustrators crafting assets for motion graphics and interactive media
- Visual development for AR/VR platforms such as HoloLens, Vuforia, and Windows Mixed Reality
- Illustrated a series of comics and graphic novels exploring the narrative of information technology for Microsoft

Motion Designer | *September 2014 - October 2015 (1 year 2 months)*

- Designed motion and animation for a variety of agency advertising and marketing film
- Previsualized animation and digital cinematography with animatics using storyboards, 3D sets, and other assets
- Crafted traditional 2D visual effects and character animation

C.A.T. Animation Studios | Dallas, TX | Senior Story Artist & Character Designer
January 2007 - February 2008 (1 year 2 months)

- Adapted Alchemy Creative's Adventures of the Elements educational property from books and trading card games to broadcast animation
- Write and illustrate story beats for the storyboard-driven series
- Redesigned characters to accommodate motion capture animation and visual effects

Awards

Best in Show: ArtOrder Dragonworld

Georgia and The Dragon
Winner: Best in Show & Sequential Art Categories
Judges: James Gurney, Todd Lockwood, Jon Schindehette

2006 Gold ADDY Award

Visual Design & Illustration
Adventures of the Elements Trading Card Game
and Young Adult Novel Series



Skills

- Drawing
- Visual storytelling
- Staging & Composition
- Character acting & design
- Film language
- Screenwriting
- Story structure
- Game Design
- Flight
- Super strength
- Hyperspeed
- Cinematic vision
- Written & verbal communication

Software Expertise

- Storyboard Pro
- Photoshop CC
- AfterEffects CC
- Blender 2.8
- Unity 3D
- Unreal Engine

Education

Storyboarding for Animation
Rad How-to School (Online) | 2020
Mentors: Chris and Justin Copeland

The Oatley Academy
Online | 2012 – 2019
Industry mentoring in animation production design, visual storytelling and visual development.

Hogwarts School of Witchcraft & Wizardry
Scotland, UK | 1992 – 1999
House Slytherin | Major: Cryptozoology

Xavier Institute of Higher Learning
Westchester, NY | 1986 – 1992
Primary & Intermediate Education