



Experience

Cleveland Institute of Art - Adjunct Faculty

January 2015 - Present

- Teach Courses: in Animation and Game Design

Intro to 3D Animation: CharacterSpecialization in Animation Production

Acting and Directing
 Advanced Animation

Consulted for motion capture studio and render farm
 Organize Ottawa International Animation Festival Trip

Halo Media Works - Creative Director

January 2016 - April 2019

- Oversee all creative direction and quality assurance

- manage accounts, projects, and clients

Direct and lead a team of artists remotely out of Mumbai, India
 Responsible for Sales and Marketing

- Designed branding, social, website, email, SEO, and
- advertising campaigns across multiple verticals
 Developed, managed, and executed multiple diverse and unique projects
- Organized conference trips including setting up booths

Photonic Studio - CGI Artist

August 2012 - March 2015

- 3D Generalist and Animator

- Completed various projects for architectural rendering, broadcast animations, and commercials
- Built and managed computers and networked render farm

Education

Bowling Green State University
Bachelor of Fine Arts - Major: Digital Arts

- Graduated: May 2011

- Chair of BGSU ACM SIGGRAPH Student Chapter 2009-'11

Knowledge

- GSuite and Excel
- SEO, Google Ads, Facebook Ads

- AutoDesk Maya

- Character Animation, Rigging, Arnold, Redshift, Vray, Mental Ray - Adobe Creative Suite - After Effects and Photoshop

 Expert knowledge of mutiple production pipelines involving specialized softwares and hardware Extensive Knowledge of Animation, VFX, AR and VR concepts

References

Anthony Scalmato
Cleveland Institute of Art - Chair of Animation Department (440) 829-5203

Ian Zeigler

Photonic Studios - Principal (216) 372-8664