



EXPERIENCE

Axis Animation, Glasgow, Scotland • April 2015 - Current

Production Designer,

Co-creating the look for Monster High film project for Mattel. Working closely with Director and Client to define the style and treatment of characters and other assets, building and supervising the art team. Designing key characters and 2d assets.

Axis Animation, Glasgow, Scotland • July 2014 - December 2014

Production Designer, Lead Character Designer

Produced most character designs and style exploration to final concepts for "Lost in Oz" pilot.

BOOM! Studios, LA, CA • June 2014

Primary Cover Artist for Adventure Time #35 Comic

Cloud Kid, Boston, MA • May 2014

Environment & Character Designer

Environments, character exploration art for 2 projects (in development).

Edible Garden, NYC, NY • Feb 2014 - May 2014

Illustrator

Developed style and assets for company's promotional animated video. Illustrated graphics for Website.

HitPoint Inc., Amherst, MA • Sep 2013 - Feb 2014

Concept Artist

Designed parallax environments, zoom-in scenes for Disney's The Little Mermaid: Undersea Treasures.

Night Kitchen Interactive, Philadelphia, PA • Feb 2013 - April 2013

Concept Artist

Explored visual style on interactive ebook of *The Nutcracker*, designed cast of jointed 2D puppets, multi-planed environments and props based on client's direction.

Bully! Entertainment, Baltimore, MD • May 2011 - Feb 2012

Concept Art Intern, Project Lead Artist

Interned as an in-house concept artist for the summer, developing artwork for augmented reality games and television commercial spots. Contracted afterwards to develop art, content and graphic design for children's TV series pitch and accompanying website.

GALLERIES

Light Grey Art Lab, Minneapolis, MN • April, July, October, 2013, January 2014

Featured Artist

Part of 5 group art shows: *Macro & Micro // StationZero // RoleModels // Great Personality // Cosmos*

Studio 4, Stafford Springs, CT • April 2013 - current

Co-founder, Marketer, Curator

Co-running a community art space; conceiving, hosting and promoting monthly gallery events. Working with a core group of 4 resident artists to nurture and encourage local artists, writers and musicians.

Middle Ground Café, Stafford Springs, CT • Oct 2012 - current

Exhibition Curator & Contributor

Co-organized group art show with 20 local artists. Designed 3 promo posters and screen printed 60 shirts.

EDUCATION

Magna Cum Laude, **BFA Illustration with Concentration in Animation**, MICA, Baltimore, MD • 2008 - 2012

VOLUNTEER

CTN Expo '13, '11, '10 // SIGGRAPH '12, '10 // ICON 8, 7, 6

SKILLS

Photoshop, **Illustrator**, **After Effects**, **Flash**, **3DS Max**, **Ableton Live**

Proficient with mixing Digital and Traditional Media

Trained in 2D, 3D and Stop-Motion Animation

REFERENCES

Andrew Pearce (EP at Axis)

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