

Art director for Academy Award-winning feature films, with 20+ years providing exceptional art for the world's leading animation studio, Disney Pixar. Develops the look & style of groundbreaking animated films. Seamlessly merges traditional & digital art with expertise in Adobe CC. Committed team player, mentoring colleagues to further a project, with creativity and enthusiasm. Teaches key technical skills in academic settings, coaching up-and-coming artists.

Core Expertise

Visual Development | Art Direction | Texture & Color Strengths | 3D & 2D Animation | CG & Traditional Approaches | Timelines & Budgets | Training & Development | Mentoring & Educating | Adobe CC |

Professional Experience

WALT DISNEY ANIMATION

March 2021 to present

Visual Development Artist- Feature Animation

- Creating imagery for an upcoming feature CG animation film .
- Working with a core artistic team to establish the look of the film.

PIXAR ANIMATION STUDIOS

Manager | Art & Film Education – Pixar University

2013 - 2021

- Led team to popularize contemporary & cutting-edge films for Pixarians. Engaged writers, directors, & speakers to disseminate insights into filmmaking.
- Taught hands-on classes, focusing on the core tenets of training the artist's eye, enhancing aesthetic abilities for film.
- Secured & facilitated classes with external instructors, leading figures from across the U.S.
- Enhanced independent filmmaking by executive producing the Studio's After Work & Co-op programs.
 - ✓ Imparted constant education as a cultural value of Pixar in partnership with the Executive team.
 - ✓ Increased cohesion between departments by creating collaborative environments.
 - ✓ Upheld PU Co-op program's legacy, supporting program that produced 3 Academy-Award nominated short films during tenure.

Art Director | Texture & Color Emphasis

1995 - 2013

- Defined colors & textures for every model—from characters, to environments, and props.
- Budgeted and managed production schedule for shader/texture packets.
- Collaborated with Director, Production Designer, & Shading Technical Lead to create consistent visuals.
- Created paintings to guide a film's "look" to evolve Visual Development.
 - ✓ Earned Academy Award as an integral part of the team for *Brave*.
 - ✓ Offered team strong leadership and collaborative skills to support production.

Lead Digital Painting / Imperfectionist

1993 - 1995

- Developed film look by producing hand-painted & digital images to guide the technical team.
- Added believable flaws to modeled sets, characters, and props teaming with the Production Designer & Director and technical team.



- ✓ Provided critical work for *Toy Story*, the first feature-length CG animated film.
- ✓ Collaborated with a small artistic team to do the heavy lifting in creating the look of the film.

FREELANCE ARTIST

Previous Experience

Illustrator & Background Artist

- Created independent business serving film production & commercial houses. Established strong visuals for animated shorts & commercials. Painted backgrounds for multiple film companies.
- Collaborated with directors and art directors to interpret their vision and translate it into unique visuals.
 - ✓ Created imagery on commercials & music videos for Nickelodeon, MTV, General Mills, Levi's, etc.
 - ✓ Painted backgrounds for two feature-length films: *Rover Dangerfield* & *Thumbelina*.

WALT DISNEY FEATURE ANIMATION

Previous Experience

Journeyman Background Animation

- Provided art for the background department following the lead of the department head to establish a cohesive look.
- Transferred layouts into hand-painted 2D full-color backgrounds.
 - ✓ Contributed to iconic Disney films including *The Little Mermaid*, *Aladdin*, *The Fox & the Hound*, and others.

Feature Film Credits

"Brave" (Academy Award win)	"Aladdin"	"The Black Cauldron"
"Toy Story" (Academy Award winning film)	"Beauty & the Beast"	"The Great Mouse Detective"
"Finding Dory"	"Hunchback of Notre Dame"	"Mickey's Christmas Carol"
"Cars"	"A Bugs Life"	"The Fox & the Hound"
"Tron"	"Toy Story II"	"Thumbelina"
"The Little Mermaid"	"Rescuers Down Under"	"Rover Dangerfield"
	"Oliver & Company"	"Boundin'" (short film)

Accomplishments & Accolades

- Member, Academy of Motion Picture Arts & Sciences.
- Integral part of 2 Academy Award-winning Films.
- Press tours for "Brave" and "Cars."
- Wrote and published "The Color of Pixar" (2017).
- Solo Art Show: Pixar West Gallery "A Painting a Week" (2011).
- Participant in various Museum Shows: MoMa (NYC), OMCA, Melbourne Museum of Science, Boston Museum of Science, Henry Ford Museum, The Niigata Prefectural Museum of Modern Art, and others.
- Featured in "One Day at Disney" (2020), showing a day in the life of different Disney cast members.
- Featured in various "Art of" books: The Art of Toy Story, The Art of A Bugs Life, Brave, and others.
- Lectured at multiple speaking engagements, both nationally and internationally, including various topics: Inside Pixar- How We Make Our Films, Methods of Creativity, The Color of Pixar, Behind the Scenes of Pixar Animation Studios, as well as lectures to potential commercial clients.

Galleries



Education

B.F.A. Illustration | Art Center College of Design

