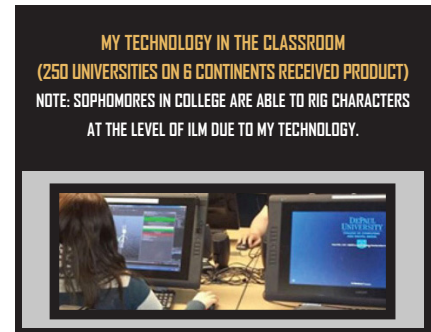


COFOUNDED AND CEO'D A LLC THAT HAS BEEN FEATURED IN THREE WORLDWIDE MAGAZINES: COVER STORY



ENTREPRENEURIAL AND PRINCIPAL TECHNICAL ARTIST SKILLSET I CAN ADD TO YOUR PROJECT:

- PRESENTATION EXPERIENCE: COLLEGIATE GUEST LECTURING (CURRENTLY OVER 40 UNIVERSITIES)
- ILM LEVEL RIGGING PIPELINE AND WORKFLOW
- ILM LEVEL MEL AND PYTHON ENGINEERING TOOL DEVELOPMENT
- CAN DESIGN ILM LEVEL, AND WORLDWIDE MAGAZINE COVER LEVEL, AUTORIGGING TOOLS VALUED @ 20 MILLION BY ILM AFFILIATES
- MOTION CAPTURE AND MODULAR ENGINEERING RIGGING SETUP
- VENTURE CAPITAL TECHNOLOGY PITCHING :: MULTIPLE FORTUNE 100 ACQUISITION PRESENTATIONS EXPERIENCE
- STARTUP LEVEL CHIEF CREATIVE OFFICER TASKS
- BUSINESS STRATEGY DESIGN: CAN DESIGN A "FREEMIUM" BUSINESS MODEL WHERE THE TECHNOLOGY I AUTHOR PENETRATES UNIVERSITIES AT A RATE FASTER THAN FACEBOOK LLC PRE "SERIES A" INVESTMENT WITH AUTORIGGER SALES ON FIVE CONTINENTS
- CAN ASSIST WITH THE DESIGN, BRANDING, ROLL OUT, MERCHANDISING, AND STRATEGY OF A POTENTIAL EMPLOYER'S CONSUMER RETAIL ENVIRONMENTS HAVING DONE STORE PLANNING AT THE TOP DESIGN FIRM IN THE WORLD: GENSLER (IE. IF TASKED ON A LIGHTER RIGGING WORK WEEK AT DISNEY, HOURS AVAILABLE, I COULD ASSIST ON THE DESIGN OF A DISNEY RETAIL STORE)



BZP PRO LLC (AUTODESK AUTH DEV)

CO-FOUNDER/ CHIEF EXECUTIVE OFFICER/ PRINCIPAL TECHNICAL ARTIST

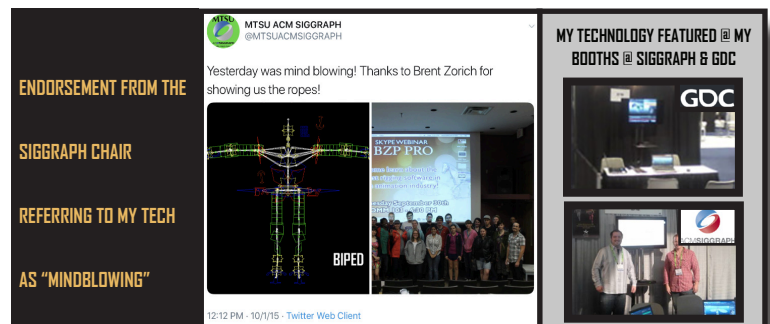
2011-Current

WALT DISNEY FEATURE ANIMATION RIGGING PROTOTYPING
 "SMART SKINNER" RIGGING PIPELINE SOFTWARE
 SONY PICTURES ENTERTAINMENT RIGGING PROTOTYPING

(incorporating motion capture HIK to Disney Feature Rigs for "proof of concept"- tested on Disney's "VAMPIRINA")
 (workflow author from Art=> Skeleton=> Skinning=> ILM Level Control Rig/ Mocap=> In Game Optimized)
 (David Bautista from "Guardians of the Galaxy VOL 2" and 240 hours of ILM level rigging completed in 70 minutes)

Entrepreneur Summary:

- WROTE ENTIRE TECHNOLOGY BY MYSELF IN MEL AND PYTHON
- FEATURED AT SIGGRAPH AND GDC IN MY OWN BOOTHS
- ADVISED BY ILM COFOUNDER AFFILIATE TO NOT SELL BELOW \$20 MILLION
- 4 ACQUISITION REVIEWS WITH 3 SEPARATE FORTUNE 500 COMPANIES
- RAISED INVESTMENT MONEY FROM BANKING ALUM OF HARVARD AND YALE
- FEATURED ON THE COVER OF A WORLDWIDE MAGAZINE
- TECH BURNED TO WORLDWIDE MAGAZINE'S INCLUDED ACCOMPANYING DVD
- 250 UNIVERSITIES ON 6 CONTINENTS RECEIVED PRODUCT
- INTERVIEW, SCREEN, AND NEGOTIATE WITH VENTURE CAPITAL FIRMS FOR EQUITY INCLUDING THE FIRM OF KEVIN O'LEARY (ABC'S SHARK TANK)
- NOTE: MY LLC HAS BEEN UNDER ACQUISITION REVIEW FIVE TIMES WITH THREE SEPARATE FORTUNE 500 COMPANIES DUE TO TECHNOLOGY I WROTE ENTIRELY MYSELF AND BROKERED BY GOLDMAN SACHS ALUM FROM HARVARD.



ADOBE, INC.

PHOTOSHOP PRERELEASE TEAM FOR APPLE'S IPAD PRO 2

2019-Current

LUCASFILM, LTD.

SENIOR TECHNICAL ARTIST (CORPORATE EXECUTIVE TRAINEE - BEST PRACTICES STEERING COMMITTEE)

2008-2009

"STAR WARS THE FORCE UNLEASHED ULTIMATE SITH EDITION"

(lead character technical construction and submitted concept artwork)

"INDIANA JONES AND THE STAFF OF KINGS"

(character technical construction and character deformation R & D)- **A Steven Spielberg Project**

"STAR WARS THE CLONE WARS: SEASON TWO"

(color correction & compositing on two episodes featuring Cad Bane and Obi-Wan Kenobi)- shown at annual firm wide meeting

"TRANSFORMERS REVENGE OF THE FALLEN"

(shot approval in dailies at weekly Industrial Light & Magic Creature R & D meetings featuring Optimus Prime and Devastator)

"STAR WARS THE FORCE UNLEASHED II"

(initial kickoffs, shared assets, file management, character technical construction research and development)

"HARRY POTTER AND THE HALF BLOOD PRINCE"

(shot prep for monthlies approved by the head of ILM Singapore)

- **Key Achievement: Promoted, salary increased, and relocated from Singapore to San Francisco after only five months.**
- Invited by The Director of Animation Technology, former CTO of Peter Jackson's WETA Digital (Lord of the Rings), to be on the Steering Committee setting "Best Practices" for LucasArts, Lucasfilm Animation, and ILM.
- Invited to the prestigious Skywalker Ranch on numerous occasions to obtain extensive research that was incorporated into characters Boba Fett and Jabba the Hutt.
- Converged the Emmy Award winning film Ahsoka Tano with ILM's Oscar Nominated Jango Fett into an optimised character working in the Unreal Engine that was approved directly by Mr. George Lucas in Singapore.
- Character exploration, documentation, and benchmarking, of Star Wars IP rigging assets such as General Grievous, The Emperor, Ahsoka Tano, Kit Fisto, Lord Vader, and Anakin Skywalker, in Singapore.
- Invited into highly coveted Creature Research and Development meetings at Industrial Light & Magic after demonstrating technical ability to ILM Department Supervisor.
- Admitted into Lucasfilm Executive training via Engaged Leadership LLC after proving strong leadership qualities for the team.
- The President of LucasArts positively reviewed my executive proposal entitled Offensive Attack Strategy about attacking Lucasfilm opposition and passed it on to the Board of Directors.
- One of the characters completed with under my lead technical direction, Ultimate Evil, was chosen as the cover of Star Wars The Force Unleashed, a very prestigious honor.
- Documented and extracted key assets of ILM's rigging software, Block Party I, to do quality assurance against Autodesk Maya for multi divisional usage.

EA SPORTS (ELECTRONIC ARTS)

ASSOCIATE TECHNICAL ARTIST (LEAD RIGGER ON CENTRAL FOOTBALL)

2005, 2007-2008

"MADDEN NFL 08"

"NCAA FOOTBALL 08"

(shoulder pad research and development, football player skinning)

"EA SPORTS MMA"

"TIGER WOODS PGA 09"

(prototype rig development)

"NFL TOUR"

"NFL HEAD COACH 09"

(in charge of character technical construction for all characters in title)

"MADDEN NFL 09"

"NCAA FOOTBALL 09"

(in charge of character technical construction for all characters in title)

"SUPERMAN RETURNS"

(character technical construction of dragon villain character and modeling of Lex Luthor's wardrobe)

- **Key Achievement: Salary increased after only three months.**
- After proving technical abilities, invited into monthly global meetings assisting on rigging with EA SPORTS' "Global Rigging Bodyshop" (FIFA, NHL, Fight Night, included).
- Pitch to heads of Central Football about EA SPORTS working with NIKE to collaborate on biomechanics and motion capture after requested how to improve the team.
- Redesigned the football rigging system based on anatomical proportions as opposed to cartoony exaggeration that used the studio custom quaternion node and was implemented on all football titles going forward.
- 10,000 animations (entire football animation library) retargeted to my rigging setup's redesign on EA SPORTS top grossing multi billion dollar annual title: MADDEN NFL (Central Football).

2K SPORTS (TAKE 2 INTERACTIVE)

CHARACTER TECHNICAL DIRECTOR

2006

"COLLEGE HOOPS 2K7"

(shoulder deformation tweaking, cheerleader character technical construction)

"COLLEGE HOOPS 2K8"

"NBA 2K8"

(character technical construction research and development- tested on data of Shaquille O'Neal)

DREAMWORKS SKG OUTREACH PROGRAM

PARTICIPANT VIA OHIO STATE

Trained by a collective group from Shrek, Madagascar, Shark Tale, & Spider-Man 2

2005

BRAVE NEW PICTURES (THE DISCOVERY CHANNEL)

CHARACTER TECHNICAL DIRECTOR/ ANIMATOR/ COMPOSITOR

2003-2005

"THE MYSTERY DINOSAUR"

(rigging, animating, and compositing of photoreal dinosaurs for national televised "Walking With Dinosaurs" piece.)

PRIOR WORKED AS AN INTERIOR ARCHITECT AT **GENSLER** (THE DESIGN FIRM RANKED #1 WORLDWIDE) AND **NBBJ** (THE DESIGN FIRM RANKED #2 WORLDWIDE)

1998-2001

KEY CLIENTELE:

VOLKSWAGEN (design dev & construction doc)

LINCOLN MERCURY (design dev)

ADIDAS (store auditing)

THE REPUBLIC OF CHINA (drafting)

SOFTWARE EXPERIENCE

Maya (Master Level of experience), Motion Builder, MEL, Python, Photoshop, ZENO (ILM's software), After Effects, Final Cut, VRML, Pixar's Renderman, Slim, HTML, C++, HIK customization and automation for Motion Capture

EDUCATION

- **BSID:** Bachelor of Science Industrial Design at The Ohio State University: **1998** - Senior Thesis Client: **NIKE** - Product Invention and CEO Pitch: **REEBOK**
- **MA:** Masters of Arts at the Advanced Computing Center for the Arts and Design (ACCAD) at The Ohio State University: **2011**
- **Continuing Studies** Specializing in Linear Algebra and Engineering at Stanford University: **2020**