

Experience

Viacom Media Networks, Nickelodeon Animation Studio
Burbank, California, USA

2007 - 2015

Digital Operations Engineer

2011 - 2015

Worked cross-functionally as a project manager, designer and engineer on a variety of studio systems and new technologies. I started our department's internship program and volunteered on many community engagement projects.

Design & Engineering : In-house designer and engineer creating custom Nickelodeon applications and databases tracking all shows and departments. Spearheaded Nickelodeon's Digital Archiving initiative. Partnered with many In-house teams, including: Development, Business and Legal Affairs, VFX, Post-Production, Executive Management, Internships, Fellowships, Libraries, Facilities and Events.

Project Management : Primarily managed project expectations directly with producers and vice-presidents while reporting to my department heads. Successfully managed complex cross-departmental and cross-company projects in Viacom. Developed close working relationships with my teams.

Education & Community : Created Friday Nicktarn Screenings event and helped Nick's internshop gain Top-10 Internship status with Forbes. Co-Founded Let's Draw!, elementary school artist outreach program.

Digital Operations Coordinator

2009 - 2011

Partnered with the Manager of Technology in the CG group to create Digital Operations, a department leading new technologies and in-house application development for all shows and departments.

Assistant CG Animator

2008 - 2009

Completed VFX and compositing scenes using After Effects, Lightwave and Particle Illusion. Worked on SpongeBob Squarepants, Mighty B!, El Tigre, Making Fiends, Penguins of Madagascar, and Fairy Odd Parents.

Post CG Production Assistant

2007 - 2008

Reviewed scenes with directors and department heads. Relayed retake notes to artists in the department. Proposed, designed, developed and implemented a robust tracking system for the department that is still used today.

SIGGRAPH

Los Angeles, California, USA

2006 - 2009

Computer Animation Festival

Curated and produced a 35th Anniversary retrospective featuring iconic commercial, social and scientific CG works from 1973 - 2008 . Worked on the 2008 and 2009 conference committees, led volunteer initiatives, post-processed conference trailer and composited all festival main titles. Consulted on marketing and web development projects.

Started with SIGGRAPH as a student volunteer and gained exposure to all parts of the conference.

Education

University of Melbourne: Victorian College of the Arts
Melbourne, Victoria, Australia

2016 - 2017

Master of Arts and Community Practice

University of Advancing Technology

Tempe, Arizona, USA

2004 - 2007

Bachelor of Arts in Multimedia

Majors: Digital Arts & Design, Digital Video Production

University Conference Speaker:

10/2014 - Tech Forum Expo

"Maximizing Your Personal Brand"

10/2009 - Tech Forum Expo

"New Technologies at Nickelodeon"

Skills

General Skills & Experience

- Multimedia Production
- Photography and Cinematography
- Nonlinear Editing
- Codecs, Conversions and File Formats
- Film/TV Production
- Audio Production
- Front-End Design
- Database Design and Engineering
- Web Development

Specific Tools

- Adobe Creative Suite
- AVID / Final Cut Pro / Premiere
- Digital SLRs and Video Equipment
- Machineroom and Capture Decks
- Green Screen Capture and Compositing
- After Effects
- Pro Tools
- HTML, CSS
- Content Management Systems
- FileMaker Pro

Management Experience

- Production and Post-Production
- Interviewing & Hiring
- Training & Education
- Digital Asset & Content Management
- Program Development
- Vendor Relationships

Exposure

- Visual Effects & Animation
- Kids Content Development
- Animation Development
- Film Production
- Large-Scale DAM and File Sharing
- Industry & Student Relations
- Universities and Higher Learning
- E-Learning
- Civil Engineering

Specific Training

- Year-Long Viacom Branding Class
- Cambridge University: Candid Conversations
- Leading Multi-Generational Teams
- Communicating with Impact
- Legal Issues in Electronic Media
- Project Management in Electronic Media
- Ethics in Technology
- Public Speaking & Presentations

Achievements

2015 - Honored by Burbank City Hall with recognition for service in public schools

2014 - Honoree, California PTA Association "Golden Oak Award" for Let's Draw! arts outreach program

2013 - Forbes and Vault name Nickelodeon's Internship Program Top 10 in the United States for 3rd consecutive year

2012 - Nickelodeon General Manager: recognized with Outstanding Achievement Award