



EXPERIENCE

Firaxis Games

Cinematic Artist

FEBRUARY 2021 - MARCH 2023



- Authored hundreds of cinematic sequences to support narrative and design in a player-driven RPG hub world.
- Oversaw the execution of interactive dialogue cameras and character staging using proprietary tools within Unreal Engine 4.
- Collaborated extensively with contractors, animation, audio, and engineering to find creative solutions to technical limitations.
- Practiced excellent communication despite working 100% remote, frequently giving and taking open feedback across production meetings and Slack to push the quality bar.
- **Shipped 1 full AAA title and 4 post-launch DLC packs.**

Telltale Games

Cinematic Artist

JULY 2017 - SEPTEMBER 2018

- Crafted believable character performances through animation mixing and cinematic editing across **3 shipped titles and 7 shipped episodes total.**
- Worked closely with directors to plan cinematography, staging, and pacing under frequent review and tight deadlines.
- Member of the Closing Team, fixing bugs and pushing polish across a variety of different scenes.
- Quickly learned proprietary software, working with engineers to minimize bugs & improve features.
- Communicated with almost every department including Design to craft engaging interactive cutscenes that synergize with gameplay.



Skybound Games

Cinematic Artist

NOVEMBER 2018 - FEBRUARY 2019

- Continued dedicated work on *The Walking Dead: The Final Season* despite production troubles and management shift.
- **Shipped 2 episodes on time** (work otherwise mirrors Telltale games section).



20 Sided Stories

Director | Designer | Composer | Sound Designer

APRIL 2017 - PRESENT



- Directorial Leadership of a small, frequently shifting team of creative producers & performers, carrying the vision and voice of the podcast.
- Embellished by a professional, detailed sound design and original music score.
- Designed original tabletop RPG systems, narrative structures, and character stories to allow for both an emergent, interactive atmosphere and a polished plotline.
- Met demanding release deadlines over 5 seasons, each with wildly different themes, connecting with thousands of emotionally involved listeners.

Hello From the Magic Tavern

Editor & Sound Designer

JUNE 2019 - PRESENT



- Edited and Mixed unscripted & improvised dialog down a concise pace.
- Created SFX and music as needed to bring the world to life.
- Took direction and feedback from Lead Editor and Show Hosts, working remotely with self-set deadlines.

Previous Experience and Clients:

Paper Mirror Films / Choice of Action, The Speakeasy SF, Dragon Viper Cobra, The Whisperforge, Miracle Me, Micah Bournes, Station Blue, Synoptic Real Estate Group, Filmtwist Productions, Contra Costa Civic Theater, BAM (Bay Area Musicals), Brickspace LEGO Learning Center

Skills

3D & Video Game Engines

Extensive experience with camera animation in Unreal 4/5 & Sequencer. Previous experience with Maya & Unity.

Adobe CC

Over a decade of experience across Premiere, Audition, Photoshop, Lightroom, After Effects, & InDesign.

Sound Design

Dialog Editing, Recording, Engineering, Mixing, Mastering, SFX and Foley for Post-Production.

Music Composition

Composed hundreds of cues and themes using FL Studio and a variety of live and virtual instruments.

Live Streaming, Videography, & Photography

All aspects of production from pre to post. Short films, trailers, Twitch/YouTube, corporate reels, Kickstarter promos, motion graphics, weddings and beyond.

Improvisation & Performance

Consistent experience working in front of a full audience with comedy, music, and drama.

Writing & Narrative Design

Written and tested a variety of Tabletop RPG systems. Non-Linear online films using *Eko*. Screenplays, Sketch Comedy, Narrative Maps.

Graphic and Web Design

Self-designed website/branding for creative projects (20sidedstories.com, sagegc.com).

Website & Social Media Management

Domain set up, Facebook Pages, Twitter accounts, etc

- ✓ Attention to Detail
- ✓ Teamwork and collaboration
- ✓ Leadership and Initiative
- ✓ Taking direction
- ✓ Problem solving under pressure
- ✓ Creative thinking

Awards

AudioVerse Awards

Nomination: Best Piece of Music | Station Blue 2018

Matt Besser's contest4improv4humans

Semi-Finalist Team | San Francisco Region 2017

Irene Ryan Scholarship

Two-time nominee | KCACTF Region 7 2014, 2015

Musical Theater Scholarship

Finalist | KCACTF Region 7 2014

Benicia 48 Hour Film Festival

Two-Time Winner 2012, 2013

Solano County Arty Awards

Nomination: Best Lead Actor in an Adult Musical 2016

Double Nomination: Best Supporting Actor 2013