

## **MOST RECENT WORK EXPERIENCE**

### **Mesa Game Lab**

Founder and Creative Director

I conceptualize and create animated marketing videos and gifs for the board game industry. I deal directly with my clients, supervise a small team of artists and actively work on all facets of production. I am also the designer of published board game Fossilis by Kids Table Board Gaming.

January 2020 - current

### **Mr. X**

Key Animator on: Halo, Nightmare Alley, The Nevers, Nightmare Books, Resident Evil, and Foundation

February 2021 – March 2022

### **Monsters Aliens Robots Zombies**

Senior Animator on Wandavision, What We do In the Shadows, HBO's Watchmen, Siren, Shadow & Bone, and The Good Lord Bird

July 2019 – January 2021

### **Spin VFX**

Senior Animator on Haunting of Hill House, Umbrella Academy, Siren, The Expanse, Shannara Chronicles, The Catcher Was a Spy, Nightflyers, Runaways

June 2017 – May 2019

### **Toonbox Entertainment**

Animator on The Nut Job 2

April 2017 – May 2017

### **Encore VFX**

Senior Animator

Animation and camera tracking on Shadowhunters, The Expanse, Cineplex AVX Intro, The Get Down, Million Dollar Quartet, Girl from Compton, Twisted (TIFF short film)

July 2015 – March 2017

### **Nelvana, C.O.R.E Digital Pictures, Zero Fractal, Alchemy, CBC Television, IMAX, Trace Pictures**

Animator 2007- 2015

## **EDUCATION**

Syracuse University

Bachelor of Fine Art in Computer Graphics

August 1999 – May 2003

Centennial College

Digital Animation Certificate

June 2003 – Feb 2004

iAnimate

Feature Animation Body Mechanics Workshop

April 2015 – June 2015

**I have dual U.S. and Canadian citizenship  
and speak fluent Spanish**

**See my vfx and marketing demo reels at  
[www.mesagamelab.com](http://www.mesagamelab.com)**