

Highlights of Qualifications

- Over 8 years production experience, and 4 published game titles, including, games, military simulation, advertising, cinematic, instruction and management of real-time production pipeline.
- Extensive experience with Autodesk Maya and Max.
- Complete character pipeline capability, concept through animation.
- Specializes in character animation, creature animation, ncloth simulation and real time development

Professional Experience

- **Fracture, Character Animator,** Belief, (LucasArts, Xbox 360) 2007-2008
Animate characters, creatures for FMV.
- **1-800 Contacts, Animator,** Belief 2007
Animate elements for contact lens commercial.
- **PS3, Universe of Entertainment, 3D Artist,** Superfad 2007
Animate elements and creatures for this critically acclaimed PS3 commercial.
- **Hanes, Character Animator,** King and Country 2007
Character animator for dynamic cloth animations.
- **Spider City, Character Animator,** Colour Movie 2007
Animate spiders to live action standards.
- **Microsoft Zune Campaign, 3D Animator,** FullTank 2007
Delivered all 3D content and animation for this 60 second 2D and 3D commercial.
- **Spiderman 3, Cinematic Animator,** Vicarious Visions 2006-2007
Responsible for delivering and implementing 95% of all in game cinematics. (PS2, PSP, Wii)
- **Helio Adverts, 3D Artist,** Liquid Advertising 2006
Complete production of animation for Helio online ads.
- **The White Alligator, Character Animator,** Colour Movie 2006
Animate alligator to live action standards.
- **FOX Sports NFL, Character Animator,** The Famous Group 2006
Animate 2 football teams to live action standards without mocap.
- **Toyota, Yaris vs. Yaris, Character Animator,** The Famous Group 2006
Character animator for Yaris release campaign featuring spy vs. spy type commercials for web and broadcast using anthropomorphic cars.
- **The DaVinci Code, Cinematic Animator,** The Collective 2005-2006
Character animator for in game cinematics. Create realistic character animation to compete and exceed motion capture performances. (PC, PS2, Xbox)
- **Curious George, Character Animator,** Zono Inc. 2005
Model, texture, rig, and animate stylized 3D characters for children's game based on popular movie and children's entertainment franchise. (PS2, Xbox, PC, GBA)

- **L.E.A.D.E.R.S, Lead Artist,** ICT/Paramount/US ARMY 2004
 Create realtime assets, including models, textures, rigs, and animation. Prototype art development pipeline for **Leaders** military simulation prototype involving dramatic and groundbreaking character interaction. Research and implement cutting edge, proprietary software and techniques. Lead and teach junior artists to enhance art director's vision. Manage handoff of art assets to the Unreal Engine. (PC)

- **Marathon: Resurrection, Art Director,** Marathon: Resurrection 2000-2003
 Helped bring this Unreal Tournament mod to demo release status in August 2002. Educated junior members to enhance production. Established 3D content production pipeline as well as created the majority of art assets for the mod. (PC)

- **Crimson Deep, Lead Artist,** Liquid Destiny Games 2003
 Conceptualized, and realized real time assets. Introduced procedural texture baking, as well as established light baking and light maps into the production pipeline. (PC)

- **Kingdoms of War, Lead Artist,** Abandoned Castle Studios 2001-2002
 Conceptualized and produced graphics for sprite based Massively Multi-Player Online Real Time Strategy Game (MMORTS). (PC)

- **3DLabs, 3D artist,** 3DLabs 2000
 Provided promotional material. Featured on the cover of EDN Asia.

Awards/Recognitions

- Alpha Beta Kappa, Art Institute of Colorado 2003
- Best Graduating Portfolio, Art Institute of Colorado 2003
- Academic Merit Scholarship Recipient, Art Institute Colorado 2001-2003
- Dean's Academic List, Art Institute Colorado 2001-2003

Education/Affiliations

- Bachelor of Arts, Media Arts and Animation. The Art Institute of Colorado, 2003
- International Game Developers Association 2002-2005
- Featured Gamasutra Artist 2003

Please view demo reel and portfolio at <http://www.ltethe.com>