

**• • • FEATURE FILM EXPERIENCE**

**KAENA: THE PROPHECY** (2000-2001, Chaman Entertainment and TVA-International)

- CGI Animation Lead

**PRINCE OF EGYPT** (1998, Dreamworks)

- Effects Assistant

**ANASTASIA** (1997, Fox)

- Key Clean-up Artist

**THE QUEST FOR CAMELOT** (1996-1997, Warner Bros.)

- In-between

**SPACE JAM** (1996, Warner Bros.)

- Effects Assistant

**ALL DOGS GO TO HEAVEN 2** (1995, MGM)

- Character Animator

**• • • VIDEO GAME/TELEVISION and STRAIGHT-TO-VIDEO EXPERIENCE**

**PRINCE OF PERSIA 'THE TWO THRONES'** (2004-2005, UbiSoft)

- Concept Artist and In-game Animator

**PRINCE OF PERSIA 'WARRIOR WITHIN'** (2003-2004, UbiSoft)

- Concept Artist

**PRINCE OF PERSIA 'SANDS OF TIME'** (2002-2003, UbiSoft)

- Concept Artist and In-game Animator

**JOSEPH** (1999, Dreamworks)

- Effects Animator

**PRODIGAL SON** (1998-1999, Crossroads and Canuck Creations)

- Art Director

**D.W. THE PICKY EATER** (1998, Broderbund)

- Project Supervisor

**NED'S NEWT** (1998, Nelvana)

- Location Designer and Layout Artist

**THE MYTH** (1997, Bungee)

- Art Director and Painting Supervisor

**BEDTIMES PRIMETIME CLASSICS** (1996, Phoenix Animation)

- Location Designer

**MUMFIE'S MAGICAL CHRISTMAS** (1995, Phoenix Animation)

- Background Painter

**JINGLE BELL ROCK** (1995, Phoenix Animation)

- Colour Key Artist

**• • • EDUCATION**

**CENTENNIAL COLLEGE** (1999-2000)

- Computer Animation: Maya, Softimage, Houdini

**SHERIDAN COLLEGE** (1993-1995)

- Classical Animation