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**Employment History**

(Dec 2003 – present)	<b>Origami Digital</b>	CG Supervisor, Compositor, CG artist
(Feb 2002 – Dec 2003)	<b>Colorado FX</b>	Digital Effects Supervisor, CG artist
(Sept 2001 – Feb 2002)	<b>Dreamworks</b>	CG artist, Compositor
(Feb 1998 - Sept 2001)	<b>Digital Domain</b>	CG Supervisor, Model Builder, Texture Painter, Animator, Lighter
(May 1996 - Feb 1998)	<b>Totally Games</b>	Animator, Model Builder, Texture Painter, Lighter, Storyboard Artist
(Sept 1994 - May 1996)	<b>Neversoft</b>	Character Animator, Environment Artist, Game Designer, Model Builder, Texture Painter
(1993 - 1994)	<b>Malibu Interactive (UK)</b>	Head of Art, Lead Game Designer, Lead Character Animator
(1990 - 1992)	<b>Microprose (UK)</b>	Art Department Manager, Lead Animator, Designer
(1987 - 1990)	<b>Software Creations (UK)</b>	Head of Art, Game Designer, Lead Character Animator, Production Manager, Development Programmer
(Mid Eighties)	<b>Insight Software (UK)</b>	Development Programmer, Game Designer, Lead Programmer

Responsibilities of Digital Effects Supervisor and CG Supervisor positions include task breakdowns and bid estimates for new projects, artist team management and specific task assignments. The CG Supervisor must also liaise with the Producer and Visual Effects Supervisor to ensure all jobs deliver as per specifications, within budget and schedule.

**Project History**

Origami Digital	CG Supervisor / Artist	Lexus, Nike Factory, Nissan, Dyson, Gatorade, The Aviator
Colorado FX	DE Supervisor / Artist Artist	Cingular: Skateboard, Husqvarna: Tornado Goldenlaw, Torque
Digital Domain	CG Supervisor Artist	Dodge: Truckville, Dodge: Baggage Claim, Dodge: Reflections, Capital One, Brobeck American Express: Robot, Pontiac: Metal City, Gatorade: Foosball, Clarus, We Were Soldiers, Supernova