



EXPERIENCE

Over 10 years of experience as an illustrator, concept artist and creative director. I've primarily worked in the Animation, VFX, Game and Web3 industries. Most recently working on a contract with Web3/metaverse, Wilder World.

Art Director & Story Artist at Wilder World (Dec. 2021 - Sept. 2023)
- (Remote) Concept Art, Storyboards, Character Design, and Art Direction for the Wilder World Metaverse. Lead up the creation of a full 24 page Comic.

Founder/Creative Director of Poiesis Studios (Aug. 2021 - Present)
- Poiesis is a creative pre-production studio, based in *Vancouver, Canada*, working with clients internationally.
Clients: *FaZe Clan, BMW, Disorder Skateboards, Bleacher Report, Wilder World, Midnight NFT & More*

Senior Concept Artist for ReDefine Studios (DNEG Subsidiary) (Aug. 2021 - Dec. 2021)
- (Remote) Concept Art for an unannounced CG Animated TV series

Senior Concept Artist at Cinesite (Feb. 2021 - Apr. 2021)
- (Remote) Concept Art for "The Addams Family 2" CG Animated Feature Film

Senior Concept Artist at Icon Creative Studios (Jan. 2018 - Feb. 2021)
- Disney Junior's "TOTS" TV series 2019
- Icon Creative's "Rocket Club" TV series
- Pitches for Marvel, Disney, Rovio, Cartoon Network and more.
- Peacock's "Supernatural" TV series

Concept Artist at Skybox Labs (Feb. 2016 - Dec. 2017)
- Skybox Lab's Indie game "STELA"
- Age of Empires: Rise of Rajas
- Unannounced Games for VR, PC and console.

Key Background Designer at DHX Media/Wildbrain (Nov. 2015 - Feb. 2016)
- Sony Animation's Cloudy With a Chance of Meatballs TV series

Concept Artist at The Sequence Group (Mar. 2015 - Nov. 2015)
- 343 Industries/Microsoft's Halo: The Fall of Reach Movie
- Concord Pacific's The ARC Commercial
- Relic Entertainment's Warhammer 40k Dawn of War 2 - Necron Trailer
- Lucas Film's Starwars: Commander Trailer

Freelance work for many projects/clients (2013 onward)

CLIENTS

Disney Animation	SEGA	Sony Animation	Microsoft Studios	Skybox Labs
343 Industries	Wilder World	DHX Media	Cinesite	BMW