

Writer, Director & Story Artist

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Summary

Writer, director, and storyboard artist with 20 years of experience shaping animated content for top technology brands and major Hollywood studios. Skilled in visual storytelling, character-driven narratives, and production workflows, with a strong track record of thoughtful collaboration and creative problem-solving.

Work Experience

Assistant Director

DreamWorks Animation | Dragons: The Nine Realms | JAN 2022 - FEB 2023

- Collaborated with the Supervising Director to finalize animatics for partner studios, ensuring storyboards aligned with the creative vision, tone, and style of each episode
- Analyzed storyboards to interpret and clarify executive and network notes, overseeing timely and accurate revisions to meet production deadlines
- Participated in storyboard pitches and production meetings, providing creative input and support as needed by the Supervising Director

Visual Development Artist

DreamWorks Animation | Unannounced CG Series | SEP 2022 - DEC 2022

- Designed and developed concept art, color scripts, and environment layouts to establish the visual style of animated films and series.
- Created character turnarounds, prop designs, and key background paintings, ensuring consistency with the project's artistic direction.
- Collaborated closely with directors, storyboard artists, and 3D modelers to translate 2D concepts into fully realized animated scenes.

Storyboard Revisionist / TV Story Trainee

DreamWorks Animation | Dragons: The Nine Realms | JUL 2021 - DEC 2021

- Trained under industry professionals to develop skills as a Storyboard Revisionist while actively contributing to a fast-paced production environment
- Maintained consistent delivery of assignments on deadline, communicating progress effectively with supervisors and production staff
- Participated in structured coursework as part of the Storyboard Trainee program, completing assignments and projects to build storytelling, staging, and boarding proficiency

Visual Storytelling Consultant

Welsonworks | Los Angeles, CA | SEP 2009 - Present

- Collaborate with clients across animation, live-action, and interactive media to develop story concepts, writing outlines, treatments, and scripts tailored to production pipelines and project goals
- Create production illustrations, storyboards, and pre-visualization materials to clearly communicate narrative structure and visual intent
- Design game systems and virtual economies that support and enhance immersive narrative experiences

Clients: Disney, Nickelodeon, Microsoft, Indigo Slate, COLOR Creative, 3DEO

Skills

- 18 years of visual storytelling experience spanning animation production, live-action film, and interactive entertainment
- Excellent knowledge of storyboarding principles and film language: composition, staging, cutting, continuity, camera, screen direction, lighting, lensing, and photography
- Experience storyboarding from screenplays, story treatments, and verbal pitches in a variety of genres (drama, comedy, action/adventure)
- Excellent ability to draw characters (humans, animals, and inanimate objects) and communicate performance through dialogue, emotion, and action with an excellent understanding of the principles of animation
- Experience using 3D technology for scene planning/scouting in CG sets
- Proficient with industry-standard software and hardware: ToonBoom Storyboard Pro, Adobe Photoshop, Blender 3D, Wacom Cintiq, etc.
- Excellent knowledge of screenwriting and story structure for linear and interactive narrative
- Experience pitching/developing intellectual property for large studios
- Flight, super-strength, and hypersonic speed
- Excellent written and verbal communication skills
- Robust time management skills and empathetic leadership providing critical analysis and constructive feedback to collaborate with, manage, and mentor other artists

Productions and Awards

Newcomer of the Year Nominee

DreamWorks Animation Story Summit 2021 Dragons: The Nine Realms

Best in Show: Art Order Dragonworld

"Georgia and the Dragon" Winning Categories: Sequential Art, Best in Show Judges: James Gurney, Todd Lockwood, Jon Schindehette

Best Drawer - 1987

Mrs. Dodge's 2nd Grade Class Hamshire-Fannett Elementary

Education

Animation Industry Mentorships

Mentors: Chris Oatley (Disney, DreamWorks), Sarah Moreno (Nickelodeon), Steve Ahn (DreamWorks, Netflix) Chris and Justin Copeland (Marvel, Warner Bros., DreamWorks)

Hogwarts School of Witchcraft & Wizardry

Scotland, UK | 1992 - 1999

House Slytherin | Major: Cryptozoology

Xavier Institute of Higher Learning

Westchester, NY | 1986 - 1992 Primary & Intermediate Education