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Animation/Film:

Solar Forests – commissioned by Seattle city light – 2021

Bad Neighborhoods – Director/Animator - A more refined version of 'Eclipse Tower I' premiering 2021.

Rocketmen – Writer/Director/Animator – Serial adventure series featuring the Department of Municipal Rocketry – 2013 – 2018

Eclipse Tower I – Director/Animator – A short film commission Co-Created with Stacey Levine for the Frye Gallery – 2015

Point Break Live! – Animator – Car chase sequences for the New York revival of a live action stage event originally premiered in Seattle. 2013

The Rhinoceros – Participating artist – commissioned adaptation of an Ionesco play for the 'big story small' series at Theater off Jackson. 2012

RE-Animated – Event Organizer/participating artist – A curated animation event, screening local animation and premiering an 'exquisite corpse' animation commissioned by the Seattle Experimental Animation Team. 2012

West of Lenin – Director/Animator - Commissioned trailer promoting new live theater venue in Fremont – 2011

Flying Cinema – Lead artist – a project of the Seattle Experimental Animation Team, suspending custom built kites fitted with miniature projectors to screen animation – 2011

stART animation – Project lead/participating artist - One of eight animators chosen to participate in a long duration animation mural as part of the Sound Transit stART program – 2010 – 2014

Last Call – Director/Animator – short animations based on street recordings, posted online – 2009

Animation Funtacular Explosion – Event organizer/participating artist – A curated evening of Animation on four screens filling Zeitgeist Cafe in Pioneer Square – 2009

Turn-ons – Director – A two minute pixilated film from the 48 hour film challenge, concerning an omnipotent oven knob – 2008

Parasol - Director/Animator - a short animated/rotoscoped film about speed, dancing and bicycles – 2008

NW Film forum 2007 auction - Live performance animation created during the annual fundraising extravaganza, shot and screened the same evening.

Rocketmen – Director/Animator - Documentary and propaganda films created for Belle & Wissell gallery – 2006

Coyote Central – Stop-motion and computer animation included in their promotional materials – 2007

Room 826/Display footage for Greenwood space travel – Animated and live action films constantly on view at the Greenwood non-profit retail front to Room 826 Seattle – 2005

Borrowing Time - Director/Producer/Lead animator - A feature length homage to 1940's movie serial adventures, featuring copious amounts of animation and once space age effects. "An entertaining, inspired and beautifully constructed piece of work" - The Stranger – 2005

Forrest-Pruzan Creative – Animator – Animated sequences for the development of a new interactive game - 2004.

Dina Martina Christmas Special - Title Animator - This short extravaganza was the opening sequence for the 1999 Dina Martina Christmas show at On the Boards – 2000

Five frames of fame – Director/Animator - A rapid-fire tour through the membership of the NW film forum, shot on the occasion of their 5th anniversary – 2002

Consolidated Works trailers – Director/Editor - Two 2 minute time lapsed introductions to the Con-Works cinema, documenting the transformation of their building, from industrial warehouse to multi-purpose art venue – 1999, 2002

Grand Illusion Trailer - Creator/Director/Animator/Editor - Two short animated introductions to Seattle's historic cinema, also featuring silhouette animation designed by Nina Frenkel, and music by the Black Cat Orchestra - 1998.

Progress - Director/Animator/Editor - This 14 minute animated short documented the life of two mechanical creatures in a world where nothing works. See it at Atomfilms.com – 1998

Project Management:

King Street Arts – Instalation consultant and installer for Yehaw' Satellite installations at Vermillion Gallery.

Goethe Institut Seattle – Installation consultant and lead installer for major installations at the Goethe Pop-Up 2018-2020.

Henry Gallery – Media installer and art handler, working with visiting artists and collections objects on all instalations. 2007 – 2019.

St. Marks Cathedral – Installation consultant and lead installer for traveling exhibitions.

Seattle Experimental Animation Team – Project lead for 4-Culture Zoetrope installation 2014

Seattle Experimental Animation Team – Project lead for the flying cinema, projecting on kites for events city-wide 2012-2013

Seattle Experimental Animation Team – Initiator and Project co-leader for Wallrus – Animation on the wall at Cal Anderson Park 2011-2015

Art Work fine art services – Lead preparator/Regional manager - Customer service, database management, art handling and installation, delivery scheduling and staff management 2007 - 2010.

826 Seattle store design – Sourcing and fabrication for space age store fixtures and video installations.

Seattle Children's festival - Co-creator of interactive animation exhibits at the Seattle center, including interactive animation training, and exhibition of youth work. 2003 – 2005

Borrowing Time - Director of a feature length film. Jobs included fundraising, grant writing, scheduling, budgeting, conflict resolution. 2001 to 2004.

Grand Illusion Cinema - Managed Seattle's historic archival cinema, and spearheaded renovations in 1998. Jobs included training employees, shipping, scheduling and inventory.

References:

Tracy Rector - Director of Longhouse media - (206) 387-2468

Emily Zimmerman - Director of the Jacob Lawrence Gallery - (518) 505-0424

AJ Epstein – Director of West of Lenin Theater - (206) 484-5132

Education:

Pacific University, Oregon. B.A. in Film and Theater. 1995

NW Film center, Portland Or. Assorted production classes. 1995

Artist Trust Edge program. 2006

Since the late 90's, I've been an independent filmmaker and art handler, with a range of working venues and collaborations, from assisting world class artists at the Henry Gallery to initiating local screenings and installations with the Seattle Experimental Animation Team. The result is a broad range of experience, public and private, Building, Collaborating and Installing, across cinema, theater and public art.