

Recent Credits

2008

- “Tim Burton’s Alice in Wonderland” Live previsualization engineering

2007-2008 (18 months)

- “Coraline, An Animated Ghost story” Motion Control Director – responsible for engineering and operation of all motion control systems on 33 animation stages

2006 (12 months)

- Head Engineer, Stealth Aerial Cameras Director of engineering for a startup company providing “Skycam” type systems for 2006 NFL season and 2006 World Series.

2005

- “Santa Clause III” – Feature Motion Control Operator / Motion Base engineering
- “Snakes On a Plane” – Feature Motion Control Operator
- Field Engineer/Operator, CableCam Camera Operator / Systems engineering for “Skycam” type systems for 2006 NFL season and 2006 NBA All-Stars

2004

- “Charlie & the Chocolate Factory” – Feature Motion Control Operator
- “Snakes On a Plane” – Feature Motion Control Operator
- “Hostage” – Feature Motion Control Operator / Cable Camera Engineering
- “Blade III” – Feature Motion Control Operator
- “Spy Kids II” – Feature Real-time Previsualization Systems Engineering

2003

- “Constantine” – Feature Camera Systems Engineering
- “Panic Room” – Feature Motion Control Operator
- “Chronicles Of Riddick” – Feature Motion Control Operator
- “I Robot” – Feature Motion Control Operator / Previsualization Systems
- “Catwoman” – Feature Motion Control Operator / Cable Camera Engineering
- “Scary Movie III” – Feature Motion Control Operator

2002

- “Spider Man II” – Feature Camera Array Engineering
- “Matrix Reloaded” – Feature Motion Control Operator / Systems Engineering
- “Matrix Revolutions” – Feature Motion Control Operator / Systems Engineering

Post production & support

- Extensive CGI interface experience Experienced in interfacing CGI / Previs / Virtual set systems and motion control, especially moving shot data between real world and CG systems.
- Online, offline and precomp CGI and editing experience Proficient in many platforms.
- Technical CAD experience Proficient in many platforms.

Engineering & technical experience

- Flying Wombat Industries Owner & Principal of a company that designs and manufactures custom camera and motion control related electronics for the film and video industry
- Stealth Aerial Cameras Head of engineering development for startup phase of this “Skycam” type system used in broadcast network sports coverage.
- Rhythm & Hues Built, supported & operated specialized MC rigs for live action portables use, IMAX 3D CGI projects, and high speed MC work.
- Digital Domain Motion control department supervisor and chief engineer. Designed & specified most of this state of the art motion control installation at its startup, with extensive live action and CGI interface capability.
- Martin Marietta Staff Engineer – Designed and built analog and digital video cameras and computer control systems, both hardware & software

Education

- B.S. Electrical Engineering, Lehigh University, Bethlehem, Pennsylvania, 1986.
- A.S. Video & Film Production, Full Sail University, Winter Park, Florida, 1992.

Miscellaneous

- Excellent mechanical skills, qualified machinist
- trained in emergency medicine, certified PA firefighter
- Available and willing to travel.
- Awards include
 - 2009 recognition in the Full Sail University Hall of Fame for accomplishments in the professional field.
 - Honorary teaching degree from the Beijing Film Academy for a guest lecture series.
- I make a really, really good lasagna.