

# BLACKSHEEP PRODUCTIONS INC.

- May '09 - Nov. '09 **Independent Project** *'I.M.P.S. The Relentless: Chapter II'*  
**Director/Producer** – Production tasks for an independent sci-fi parody involved overseeing production and co-coordinating work for final completion of film.
- Mar. '08 – Sept. '08 Stan Rogow Productions – Electric Farm Entertainment  
**Concept Designer / Storyboards** *Gemini Division* - CG Animated series:  
Production Design development for other in house projects.
- Mar. '07 – Sept. '07 Stan Rogow Productions  
**Concept Designer / Storyboards** *Afterworld* - CG Animated series:  
Production Design development for other in house projects.
- Mar. '06 – Oct. '06 Electronic Arts Los Angeles  
**Concept Designer** *Command and Conquer: X (working title)* – Characters, vehicles, structures, alien development
- Nov. '05 – Jan. '06 Electronic Arts Los Angeles  
**Concept Designer** *Command and Conquer: RTS III (working title)* – Characters, vehicles, structures, alien development
- Feb. – Aug. '05 Warner Bros. Animation Studios  
**Concept Designer** *'The Loonatics Unleashed* – Series props, details, vehicles (W.B. Kids, network TV.)
- Creative Capers Entertainment  
June-Sept. '04 **Lead Designer/Technical drawings** *Lego - 'Bionicle III'* – CG video feature  
June-Sept. '03 **Lead Designer/Technical drawings** *Lego – 'Bionicle: Legends of Metru-Nui'*  
Animated CG video feature  
Oct. '03 **Concept artist** *'Ella Enchanted'* – Series promo (Creative Capers Ent.)  
June-Sept. '02 **Concept artist/Technical drawings** *Lego – 'Bionicle: Mask of Light'*  
Animated CG video feature
- Mar. '02 **Storyboard artist** *'Sega: Dreamcast'* – Sports games highlights, E3 promo & commercial reel (CCI Digital / Sega)
- Jan. '00 – '02 **Instructor** *'Character / Environmental Design'* – 2D conceptual class for 3D modeling (Gnomon – school for visual effects: Hollywood)
- Air Age Images Inc. DBA Foundation Imaging  
Aug. '01 **Designer** *'Sky Pirates'* – CG series promo (Bob Forward & Air Age Images Inc. DBA Foundation Imaging)
- May '01 **Designer** *'Mech Warrior'* – Series promo (Microsoft/Tribune)  
Nov. '00-May '01 **Designer** *'Dan Dare'* – CG series (Dan Dare Corporation)  
Dec. '00 **Designer** *'Camp Ursa Minor'* – CG series promo (Nickelodeon)  
**SFX Storyboard artist** *'Crawlers'* – MOW (Sci-fi Channel)  
**SFX Storyboard artist** *'VIPER'* – MOW (sci-fi Channel)
- Netter Digital Entertainment, Inc.  
July '99-Dec.'00 **Designer** *'Dan Dare'* – CG series (Dan Dare Corporation)  
May '00 **SFX Designer** *'Dune'* - Miniseries (ABC/Sci-fi Channel/New Amsterdam)  
Nov. '98-July'99 **Designer/Storyboard artist** *'Robotech 3000'* – CG series promo (Harmony Gold Entertainment)

**Designer/Storyboard artist 'Lego'** – CG series promo (Lego/Ideal movies Shoppe)

**Storyboard artist 'Max Steel'** – CG series promo (Columbia/Tristar/Matel)

**SFX Storyboard artist 'Bats'** – Feature film (Destination Films/Paramount)

**SFX Designer 'HyperSleep Story'** – MOW (UPN/Wilshire Court Productions)

**Aug. '98** **Designer 'Lego'** – CG series promo (Lego/Ideal Movie Shoppe)

**May '98-Mar. '99** **Designer 'Voltron – The Third Dimension'** – CG series (World Events/Trendmasters)

Babylonian Productions

**June '98** **Designer 'Crusade'** The series – details (Warner Bros./TNT)

**Storyboard artist 'Babylon-5, In the Beginning'** MOW (Warner Bros./TNT)

**Storyboard artist 'Babylon-5, Thirdspace'** MOW (Warner Bros./TNT)

**Aug. '98-current** **Independent Project 'I.M.P.S. The Relentless'**

**Designer** – Pre-production tasks for an independent sci-fi parody involved storyboarding, costume, prop, and set construction.

**Mar. – Aug. '97** **Independent Project 'Troops'**

**Designer** – Pre-production tasks for an independent sci-fi parody involved storyboarding, costume and prop construction.