

OBJECTIVE

Seeking employment as a CG Supervisor, or Lead Lighting / Lookdev Artist

EXPERIENCE

The Mill – Chicago, IL

CG Artist, Nov. 2018 – present

- *On Set Supervision, 3D Lead*
 - *Visa - The Greatest Gift Spots*
 - *Wholly Guacamole - Tricky Avocados Campaign*
 - *Riot - Pentakill III: Lost Chapter - An Interactive Album Experience*
 - *Numerous other projects*

Method – Vancouver, BC, Canada

Lighting & Lookdev Artist, Feb. 2017 – Oct. 2018

- Shot Lighting, character and environment lighting, prop and digital double lookdev, Houdini environment lookdev and lighting
 - *Ant-Man and the Wasp*
 - *Black Panther*
 - *Spider-Man: Homecoming*
 - *Okja*
 - *Godzilla: King of the Monsters*
 - *The Christmas Chronicles*

Digital Domain – Vancouver, BC, Canada

Lighting Artist, Sep. 2016 – Feb. 2017

- Shot lighting, character and environment lighting
 - *Power Rangers*
 - *Fast & Furious 8*

Sony Pictures Imageworks – Vancouver, BC, Canada

Mid Level Lighting Technical Director, Mar. 2016 – July 2016

- Shot lighting, character and environment lighting, compositing, stereo compositing, shot qc
 - *Storks*

Zoic Studios – Vancouver, BC, Canada

Senior Generalist Technical Director, Aug. 2015 – Mar. 2016

- Shot lighting, character and environment lighting, character and environment look development, MEL tool development, prop modeling and texturing, concept art, crowd and prop animation
 - *The 100*

Nitrogen Studio – Vancouver, BC, Canada

Lighting Lead, June 2014 – Aug. 2015

- Created master lighting rigs, lit and composited hero shots, and assisted team artists. Worked to improve studio pipeline. Created Nuke gizmos and Maya tools. Software: Nuke, Renderman
 - *Sausage Party*

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MOKKO Studio – Montreal, QB, Canada

Lighting Supervisor, Oct. 2013 – May 2014

- Worked closely with VFX Supervisor, Line Producer, Production Manager, TDs, and artists to create a smooth pipeline for all 3D rendered assets. Developed lighting rigs and tools for artists.
 - *Cosmos series*

ToonBox – Toronto, ON, Canada

Lighter, July – Oct. 2013

- Performed lighting and compositing of master and key shots on a tight deadline. Shots contained characters, indoor/outdoor environments, and effects. Software: Nuke, 3Delight
 - *Nut Job*

Rhythm & Hues Studios – El Segundo, CA

Look Development Technical Director, Apr. 2012 – Apr. 2013

- Created and maintained hero-character lookdevs; tested and refined Mantra lookdev pipeline; interacted with texture painters, shader writers, lighting TDs, digital supervisors, and visual effects supervisor; provided informal training for lookdev TDs
 - *Percy Jackson: Sea of Monsters* – Hero characters, props, vehicles; *July 2012 – Apr. 2013*
 - *McDonalds McCafé® Smoothie Commercial* – Textures, shading and lighting; *June 2012*

Lighting Technical Director, July 2010 – Apr. 2012

- Developed lighting and maintained shots for characters, environments and effects, addressed notes and debugged rendering issues
 - *Percy Jackson: Sea of Monsters* – Water, FX, props, characters; *Jan. 2012 – Apr. 2013*
 - *Life of Pi* – Characters; *Nov. 2011 – May 2012*
 - *Alvin and the Chipmunks: Chipwrecked*; Characters; *June – Nov. 2011*
 - *Mr. Popper's Penguins*: Characters; *Mar. – May 2011*
 - *Hop*: Environments; *Sept. 2010 – Mar. 2011*

PROFESSIONAL SKILLS

Software proficiency in: Maya, Houdini, Nuke, Arnold, V-Ray, Unreal Engine, RenderMan, Substance Painter, Mantra, Unity, PTGui, MEL, After Effects, Photoshop, Linux. Operates photography equipment for making HDRIs and texture references

EDUCATION

Savannah College of Art and Design (SCAD) – Savannah, GA
Bachelor of Fine Arts in Visual Effects – *May 2010*

ACCOMPLISHMENTS

2014 – *Cosmos: The Immortals* - Emmy nomination: Outstanding Special and Visual Effects

2013 – *Life of Pi* - Academy Award for Best Visual Effects