

OBJECTIVE

Seeking employment as a Generalist, Lighting Artist, or Look Development Artist

EXPERIENCE

Method – Vancouver, BC, Canada

Lighting & Lookdev Artist, Feb. 2017 – Present

- Shot Lighting, character and environment lighting, prop and digital double lookdev, Houdini environment lookdev and lighting
 - Cherry Blue
 - Black Panther
 - Spider-Man: Homecoming
 - Okja

Digital Domain – Vancouver, BC, Canada

Lighting Artist, Sep. 2016 – Present

- 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*

MOKKO Studio – Montréal, 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*

SOFTWARE SKILLS

Proficient in: Autodesk Maya, SideFX Houdini, Katana, V-Ray, RenderMan, Arnold, Mental Ray, Mantra, 3Delight, Nuke, PTGui, MEL, After Effects, Photoshop, Illustrator, Linux

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