

EXPERIENCE

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|--------------|--------------------------------|--|
| 2015-Current | Atomic Fiction | Asset Department Supervisor Lead Texture/Lookdev Texture Artist |
| 2014-2015 | Disney XD - It's a Laugh Prod. | Senior VFX Artist |
| 2014 | Fuhu.inc | Lead Texture/Lookdev Artist |
| 2014 | Barnstorm VFX | Senior 3D Generalist |
| 2013-2014 | The Third Floor | Previs/Postvis Artist |
| 2013 | BLPVFX / CBS | Lead Maya Artist |
| 08-2013 | Rhythm and Hues | Senior 3D Generalist Senior Texture Painter / Lookdev Artist Previs Lead / Supervisor Previs Artist |
| 2007 | Persistence of Vision | Lighting/Compositing ATD |
| 2007 | Sony Imageworks | Postvis Artist |
| 2007 | Persistence of Vision | TechAnim TD |
| 2005-2006 | Rhythm & Hues Studios | Matchmove/Tracking TD Photo Modeling TD |

FILM CREDIT

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|--|--------------------------------------|
| Deadpool: | Texture and Lookdev Artist |
| Start Trek Beyond: | Lead Texture and Lookdev Artist |
| Allied: | Lead Texture and Lookdev Artist |
| Transformers Last Knight: | Asset Supervisor |
| Avengers: Age of Ultron: | PreVis/PostVis Artist |
| The Amazing Spiderman 2: | PreVis/PostVis Artist |
| Alvin and the Chipmonks: Chipwrecked: | Texture Painter |
| Hop: | Previs Lead |
| The A Team: | Texture Painter |
| Aliens in the Attic (they came from upstairs): | Texture Painter |
| Night at the Museum 2: | Texture Painter |
| Land of the Lost: | PreVis Artist |
| Star Trek XI: | PreVis Artist |
| Beowulf: | Lighting/Compositing |
| Fantastic Four 2: | PostVis |
| Night at the Museum: | Tracking/Matchmove/Modeling/TechAnim |
| Fast and Furious 3: | Tracking/Matchmove |
| Garfield 2: | Tracking/Matchmove |

SOFTWARE SKILLS

Katana
Mari
Vray
Renderman
Shotgun
Maya
Nuke
Adobe Creative Suite
Reallflow
Boujou
Proprietary Lighting Software
Proprietary Tracking Software
Proprietary Animation Software
Proprietary Compositing Software
Mudbox

OTHER RELEVANT SKILLS

Texture Painting – Film / Television
Modeling – Film / Television
Camera Tracking/Matchmoving – Film
Technical Animation – Film / Television
Fluid FX Simulation - Television
Compositing – Film / Television
Lighting – Commercials / Television
Photography – Texture reference capture / Web
Previs/Postvis - Film
Department and Artist Supervision - Film
Shot and Asset Bidding - Film

OPERATING SYSTEMS

Mac Os X
Windows
Linux

EDUCATION

Savannah College of Art and Design, Savannah, GA
Bachelor of Fine Arts – Computer Art

AWARDS/RECOGNITION

Hollywood Post Alliance Nomination 2014: Outstanding Visual Effects: Silicone Valley - "Articles of Incorporation"
Visual Effects Society Nomination 2015: Outstanding Visual Effects in a Special Venue Project - "The Lost Temple"
Ad Week: Featured Work - Cape Cod Potato Chips