

Professional Objective :

Lighting and Look Dev Artist seeking freelance or full time position.

Work Experience :

Double Negative | Mid Lighting Technical Director | January 2017 - Present

Blade Runner 2049 (2017)

- Lighting of full CG environment, crowd, characters in Isotropix's Clarisse and Mantra
- Render optimization of complex scenes and assets

MPC | Mid Lighting and Look Dev Artist | Feb 2016 - January 2017

Ghost in the Shell (2017)

Suicide Squad (2016)

X-Men Apocalypse (2016)

- Shading Look Development for environment and FX elements
- Lighting of full CG environment, crowd, characters in Prman and FX sequences in Mantra
- Render optimization of complex scenes and assets

MPC | Junior Lighting and Look Dev Artist | Feb 2015 - January 2016

X-Men Apocalypse (2016)

A Monster Calls (2016)

Tarzan (2016)

- Shading Look Development for environment and FX elements
- Lighting of full CG environment, crowd, character, and FX sequences
- Render optimization of complex scenes and assets
- Creation of lighting nuke script to be handed off as a starting point for comp using beauty, id, deep, and holdout passes

Laika LLC | CG Texture Artist Intern | Sept 2014 - Dec 2014

Kubo and the Two Strings (2016)

- UVed and textured environment, prop, and crowd character assets before handing off to Look Dev for shading and lighting
- Worked closely with Look Dev artist to create believable and photo-real assets that will match their live action counterparts on the stop-motion set

Big Picture Entertainment | Freelance | June 2014 - Sept 2014

- Worked on Surfacing and Look Dev for a creature for an independent film project

Legacy Effects | Intern | Nov 2013 - Dec 2013

- Worked in the Design and 3D sculpting and 3D printing departments

Citizenship :

United States of America

Education :

Savannah College of Art & Design | Sept 2010 - June 2014

BFA in Visual Effects with Minor in Technical Direction

Technical Skills :

Primary - Maya, Clarisse, Mari, Katana, Nuke, Zbrush, Photoshop, Modo, 3ds Max, UV Layout

Render Engines - Prman, Isotropix, V-ray, Arnold, Mental ray

Scripting - Python, Batch

Environments - Linux, Windows, Mac OS

Honors & Awards :

MPC Montreal | Rookie of the Year | 2016

MPC Montreal | Employee of the Month | Sept 2015

CG Student Awards | Bootcamp Placement US Finalist | 2014