

OBJECTIVE Seeking role as Lighting/Compositing Technical Director, leveraging my experience in feature film, my technical expertise, and my experience as team lead, for the service of VFX Live Action, Feature Animation, 360/VR, or Game Cinematics.

EXPERIENCE **METHOD STUDIOS** December 2017 – December 2017

Lighting Artist, Music Video

- ♦ Used Maya with V-Ray and proprietary lighting pass tools for final shot lighting and rendering.
- ♦ Worked with Lead to improve lighting comp nuke template format for increased artist efficiency.

BLIZZARD ENTERTAINMENT May 2017 – November 2017

Lighting & Compositing Artist, Animated Shorts

- ♦ Used Maya and proprietary lighting tools with the Redshift GPU Renderer, as well as Nuke, for final shot lighting and compositing.

FREELANCE VR/360 VFX & Compositing September 2016 – January 2017

- ♦ Used Nuke, CaraVR, AutoPano, After Effects, and Mettler to stitch and vfx composite for immersive 360 cinematic experiences.

WEVR June 2015 - August 2016

Senior VR Production Specialist/ 360 Compositor

- ♦ Used AutoPano, After Effects, Mettler, Nuke, and Mocha to comp and stitch near seamless 360 cinematic experiences.
- ♦ Wrote python scripts to automate artists' workflows for the production of 360 cinema.
- ♦ Helped comp team to establish best practices and efficient workflows as WEVR pioneered cutting edge 360 cinema production.

ATOMIC FICTION January 2015 - April 2015

Technical Director, Lighting, 'The Walk' (2015)

- ♦ Used Katana and V-Ray for final shot lighting of cg wire, digital Twin Towers and downtown NYC.
- ♦ Used Katana and V-Ray to customize/lookdev materials on close-up hero shots of the cg wire featured in the film.
- ♦ Used Python to create Katana tools/macros to assist artists in shot setup. Helped with creation of sequence lighting templates.

SONY PICTURES IMAGEWORKS February 2003 - July 2013

Technical Director, Lighting & Comp

<i>Smurfs 2, Lighting, Compositing</i>	2013	<i>Green Lantern, Lighting, Compositing</i>	2011
<i>OZ, The Great & Powerful, Lighting</i>	2013	<i>Zookeeper, Lighting, Compositing</i>	2011
<i>Amazing Spider-Man, Lighting, Compositing</i>	2012	<i>Alice in Wonderland, Lighting</i>	2010

- ♦ Excelled at rapid final shot production and meeting deadlines under pressure;
- ♦ Assisted junior lighters and comps on challenging shots.
- ♦ Easily went between lighting, compositing and stereo to finalize a shot for client approval.

Technical Director, Stereoscopic 3D Lighting & Comp Team Lead

<i>Amazing Spider-Man, Stereo 3D</i>	2012	<i>Alice in Wonderland, Stereo 3D</i>	2010
<i>Green Hornet, Stereo 3D</i>	2011	<i>G-Force, Stereo 3D</i>	2009

- ♦ Team Lead and senior member of the Stereo Lighting & Comp team.
- ♦ As Plate Prep Lead on SPI's first native stereo show, worked collaboratively to incorporate stereo plates into existing SPI pipeline.

Technical Director, Associate (ATD)

<i>Zookeeper, Animation Pipeline Support</i>	2011	<i>Beowulf, Stereo 3D</i>	2007
<i>Watchmen, FX Precomp & Tools Scripting</i>	2008		

- ♦ Updated tools and wrote scripts supporting production workflows, using python and MEL script.
- ♦ Stereo-3D artist, responsible for recreating and matching the look of the original shot using Katana and Nuke.

Lead Production Services Technician (PST) February 2003 - May 2007

- ♦ Managed team of technicians, prioritizing the varying requests of large scale productions, managing render and disk resources.

IGUANA INTERACTIVE January 2000 - June 2000

- ♦ **Senior Project Manager**, Established and supervised efficient production pipeline at multimedia startup.

iXL, (Multimedia Solutions Group) July 1997 - December 1999

- ♦ **Technical Producer**, Determined needs of client; managed team of artists and developers to create multimedia solutions.
- ♦ **Lead Multimedia/Web Developer**, Created corporate web sites and multimedia presentations for Fortune 500 clients.

TECHNICAL SKILLS

Languages: Shell Script (awk/grep, etc.), Python, familiar with MEL, Perl, C, HTML, JavaScript
Software: Katana, Nuke, AutoPano, Mocha, Cara VR, Maya, Redshift, Arnold, VRAY, Photoshop, After Effects, Premiere, Office
OS: UNIX/Linux, Windows, Mac OS X

EDUCATION

Gnomon School of Visual Effects Full Time Certificate Program in 3D Animation & Effects
New York University (NYU) Bachelor of Science, Computer Science; Trustee Scholarship
Stevens Institute of Technology Bachelor of Engineering, Computer Engineering; Dean's List

References furnished upon request.