

RESUME

PROFESSIONAL EXPERIENCE

FuseFx Texture Artist November 2021-October 2022	- Created realistic and stylized textures for television <i>The Orville, 911, The Rookie, other unanonounced shows</i> Tools: Mari, Maya, Photoshop, Substance Painter, Substance Designer
NICKELODEON Texture Artist April 2021-September 2021	- Created stylized textures for television <i>Unanonounced Show</i> Tools: Mari, Maya, Photoshop, Substance Painter
BLIZZARD ENTERTAINMENT Cinematics Texture Artist April 2019- August 2019	- Created stylized and realistic textures for assets on multiple game cinematics <i>Various Game Cinematics</i> Tools: Mari, Maya, Photoshop
SONY IMAGEWORKS Matte Painter Texture Artist August 2013- November 2018	- Created realistic and stylized background paintings for feature film - Created stylized and realistic textures for assets on multiple feature films <i>Spiderman: Into the Spiderverse (2018)</i> <i>Smurfs: The Lost Village (2017)</i> <i>Alice in Wonderland 2 (2016)</i> <i>Hotel Transylvania 2 (2015)</i> Tools: Maya, Nuke, Photoshop, Katana, Mari
REEL FX Matte Paint Technical Director February 2014 – June 2014	- Streamlining and improving the matte paint pipeline. - Precomping multiple paintings together in Nuke. - Setting up Matte Painting projections in Nuke. <i>The Book of Life (2014)</i> Tools: Maya, Nuke, Photshop
SONY IMAGEWORKS Matte Paint Technical Director March 2010- August 2013	- Managing the Matte Painting pipeline; directing and supervising matte painters. - Matte painting and set extensions on CG and feature films. - Coordinated pipeline enhancements and implementation with Lighting and VFX supervisors. <i>Oz the Great and Powerful (2013)</i> <i>Cloudy With a Chance of Meatballs 2 (2013)</i> <i>Arthur Christmas (2011)</i> Tools: Maya, C4d, Nuke, Photoshop, Bodypaint
ENTITY FX CG Artist October 2009- December 2009	- Textured and lit buildings and props for live action television - Motion tracked actors for CG overlay <i>Smallville (Season 9)</i> <i>Vampire Diaries (Season 2)</i> Tools: Maya, Boujou
IMAGE MOVERS DIGITAL Assistant Technical Director June 2009- September 2009	- Assisted the lighters with trouble-shooting and modification of shots that were not rendering. - Caching GTO's and ensuring that proper props and textures were in the shots. <i>A Christmas Carol (2009)</i> Tools: Maya, ImageMovers proprietary software
THE JIM HENSON COMPANY Layout Artist Lighter September 2007- April 2008	-Performed role as lighter - Assembled scenes to prepare them for the Motion Capture Stage, including building sets to improve workflow. - Responsible for set dressing.

SOFTWARE

PRODUCTION READY: Maya, Photoshop, Mari, Bodypaint, Cinema4d
FAMILIAR WITH: Python, Nuke, Illustrator
Thorough understanding of Matte and Texture Painting techniques for feature film and television

EDUCATION

GNOMON SCHOOL OF VISUAL EFFECTS, Hollywood CA
2 year Certificate Program Completed January 2008