



SKILL SET: Autodesk Maya, Katana, Nuke, Houdini, Zbrush
VRay, Mental Ray, Renderman, Adobe CS, Windows/Mac/Linux

LANGUAGES: Python, MEL, RSL

FOCUS: Lighting, Rendering, Compositing, Texturing/Shading, Modeling

WORK:

Rocket Science VFX (2016)

3D Artist primarily responsible for lighting work on feature films and television shows, setting up light rigs and directing fellow artists on projects.

MPC (2015)

Jr. Lighting TD responsible for lighting of feature film shots, assisting with tools and pipeline needs and using proprietary tools and software features.

- Fantastic Four (2015)
- The Finest Hours (2016)
- Knights of the Roundtable: King Arthur (2017)

Lime, Film (2013)

Lead lighter, compositor and stereographer on 3D stereoscopic animated film.

EDUCATION:

Savannah College of Art and Design

Bachelor of Fine Arts in Visual Effects, 2013

Minor Technical Direction

Dean's List

AWARDS:

Orbit Spotlight Series (2011)

Package design contest winner, packages produced in stores.

Vitamin Water (2010)

Bottle design contest winner.

References available upon request