

EXPERIENCE

DREAMWORKS ANIMATION TV *Senior Lighting and Compositing Artist* Jul 2020 – Dec 2023

- Created light rigs and nuke compositions for various animated shows
- Crafted distinct lighting looks and workflows for two animated shows that meet the artistic leadership's artistic objectives
- Interfaced with TDs and Supervisors to improve artist workflow, and asset handoff
- Provided guidance and training to new artists
- Communicated with overseas partners for asset handoff, feedback, and troubleshooting
- Painted textures and created materials for production assets and show look development

BLIZZARD ENTERTAINMENT *Lighting and Compositing Artist* Aug 2019 – Oct 2019

- Shot lighting and compositing utilizing Redshift and proprietary software in a Linux environment
- Designed and implemented lighting of characters and environments for shots that meet and enhance the given art direction

ENCORE *3D Generalist* Mar 2020 – Jun 2020
Aug 2017 – Aug 2019

- Shot lighting and scene assembly in 3DS Max using VRay and/or Redshift
- Created light rigs and nuke compositions for various live action shows
- Supported other departments with texture painting and shader creation for CG characters, props, and sets

DREAMWORKS NOVA *Surfacing Generalist* Jul 2016 - Jul 2017

- Product visualization utilizing Maya, Blender, Moon Ray, Photoshop, Marvelous Designer
- Modeled, textured, and created materials for established or upcoming products for various clients
- Collaborated with fellow artists to establish a pipeline to streamline asset sharing and hand off

OUTWARD INC *3D Content Developer* Feb 2015 - Feb 2016

- Product visualization utilizing Blender with the Cycles renderer
- Modeled, textured, and created materials for established or upcoming products for various clients
- Created a shader library to standardize materials across clients
- Utilized 3D scanning device and software for production
- Collaborated with fellow artists to establish a pipeline to streamline asset sharing

NTROPIC *3D Generalist* May 2014 - Aug 2014

- Created assets from SVG files, textured and optimized process to scale
- Managed and oversaw renders for the project

WHIPPING BOY *CG Generalist* Feb 2014 – Apr 2014

- Shot lighting and scene assembly in Maya using VRay
- Painted textures and created materials for hero prop
- Motion tracking for various shots

SOFTWARE

3D	Maya, 3DS Max
SURFACING	Substance 3D Painter
RENDERER	VRay, Redshift
GAME ENGINE	Unreal Engine
OTHER	Nuke, Photoshop, Qt Designer

SKILLS

ART	Lighting, Compositing, Texturing, Modeling
TECH	Shaders, UE5 Blueprints (Basic), Front-End Web Dev
CODE	Python(Command Line, Maya Tools), HTML, CSS
SOFT	Communication, Collaboration, Documentation, Training, Mentoring, Exploration

EDUCATION

EVLTR	Becoming a Technical Artist	Feb 2024 - Apr 2024
EX'PRESSION COLLEGE	B.A.S. in Animation and VFX	Sep 2011 - May 2014

CONTRIBUTIONS

ANIMATED

- "Zero Hour" Overwatch Cinematic
- Curses!
- Jurassic World Chaos Theory
- Jurassic World Camp Cretaceous
- Fast & Furious: Spy Racers
- Dragons: The Nine Realms
- Kung Fu Panda: Dragon Knight
- Megamind Rules!
- Not Quite Narwhal
- Boss Baby: Back in the Crib

LIVE ACTION

- Doom Patrol
- Titans
- Batwoman
- Supergirl
- Arrow
- Legends of tomorrow
- Black Lightning
- Riverdale

PRODUCT

- Bentley
- Estee Lauder
- Tommy Hilfiger
- Nike
- Saks Fifth Avenue
- William Sonoma
- Pottery Barn
- Four Hands
- Apt2B