

**OBJECTIVE**

To leverage my varied experience in multiple aspects of Feature Animation, VFX, VR & Cinematics for the service of the production.

**EXPERIENCE**

**WALT DISNEY ANIMATION STUDIOS** *September–December 2020, April 2021–September 2021, January 2022–September 2023*  
 Lighting & Compositing Artist, **'Wish'** (2023), **'Strange World'** (2022), **'Encanto'** (2021), **'Raya & The Last Dragon'** (2020)  
 ♦ Used Maya and proprietary tools with Disney's Hyperion renderer, as well as Nuke, for final shot lighting/compositing.

**ZOIC STUDIOS** *October 2021 – December 2021*  
 Lighting Artist, **The Flash TV Series**  
 ♦ Used Houdini with V-Ray for final shot lighting and rendering.  
 ♦ Worked with lighting lead and compositors to deliver lighting passes for final shot production, under compressed tv deadlines.

**BLIZZARD ENTERTAINMENT** *May – November 2017, March – October 2018, May – October 2019*  
 Lighting & Compositing Artist, **Animated Shorts**  
 ♦ Used Maya and proprietary tools with RenderMan RIS and Redshift renderers, as well as Nuke, for final shot lighting/compositing.

**PIXOMONDO STUDIOS** *January 2019 – April 2019*  
 Lighting Artist, **The Orville TV Series**  
 ♦ Used Maya with V-Ray for final shot lighting and rendering.  
 ♦ Worked with lighting lead and compositors to deliver lighting passes for final shot production, under compressed tv deadlines.

**METHOD STUDIOS** *December 2017 – December 2017*  
 Lighting Artist, **Justin Timberlake 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.

**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 Composer  
 ♦ Used AutoPano, After Effects, Mettler, Nuke, and Mocha to comp and stitch near seamless 360 cinematic experiences.  
 ♦ Wrote python scripts to automate efficient workflows and helped to establish best practices for the 360 comp team.

**ATOMIC FICTION** *January 2015 – April 2015*  
 Technical Director, **Lighting, 'The Walk'** (2015)  
 ♦ Used Katana and V-Ray for final shot lighting and to customize the lookdev on hero shots of the cg metal 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**  
**Smurfs 2, Lighting, Compositing (2013)** **Green Lantern, Lighting, Compositing (2011)** **OZ, The Great & Powerful, Lighting (2013)**  
**Zookeeper, Lighting, Compositing (2011)** **Amazing Spider-Man, Lighting, Compositing (2012)** **Alice in Wonderland, Lighting (2010)**  
 ♦ Excelled at rapid final shot production and meeting deadlines under pressure; Assisted junior artists on challenging shots.  
 Technical Director, **Stereoscopic 3D Lighting & Comp Team Lead**  
**Amazing Spider-Man, Stereo (2012)** **Alice in Wonderland, Stereo (2010)** **Green Hornet, Stereo (2011)** **G-Force, Stereo (2009)**  
 ♦ Team Lead and senior member of the Stereo Lighting & Comp team.  
 Technical Director, **Associate (ATD)**  
 ♦ Updated tools and wrote scripts supporting production workflows, using python and MEL script.  
 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 client needs; managed team of artists and developers to create multimedia solutions.

**TECHNICAL SKILLS**

*[Linux, Windows, Mac]*

♦ Katana, Nuke, AutoPano, Mocha, Cara VR, Maya, Redshift, Arnold, VRAY, Photoshop, After Effects, Premiere, Python, Shell Script

**EDUCATION**

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