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Objective

Looking for a position as a VSFx artist in the commercial or film industries.

Education

- Savannah College of Art and Design: B.F.A Visual Effects (GPA: 3.8)
- Marlboro College, Marlboro, Vermont: Pursued Liberal Arts Degree. (2001-2002)

Technical Skills

- Advanced render techniques such as final gather, caustics, and ambient occlusion
- Creating and compositing specialized render layers such as material passes, RGB light passes, and object mattes
- Experience using keyframed animation alongside particle and rigid-body simulation to achieve dynamic effects
- Efficient high poly modeling and clean-up

Software

Experienced

AutoDesk Maya
Mental Ray for Maya
Apple Shake
Adobe Photoshop
Adobe After Effects

Knowledgeable

SideEffects Houdini
Maxon Cinema 4D

Platforms

OSX
Linux
Windows

Experience

Junior Lighting TD: Rhythm and Hues Studios (June '07 - present)

- Scene lighter for the motion picture "Alvin and the Chipmunks"

Lighting Apprenticeship: Rhythm and Hues Studios (3 weeks, April '07)

- Internship program as a scene lighter

Motion Graphics Artist: Farmer's Almanac TV (26 episodes - Sept '05- present)

- Created logo builds, transitions, and segment graphics for a nationally broadcasted series on PBS
- Created a render farm running Maya using Apple's Qmaster

Activities

- Digital Media Club, Savannah College of Art and Design (2006-2007)

Interests

- Anything outdoors, really.