

## **Canviz, Inc.** • San Francisco, CA

### **CEO, Co-Founder** • November 2014 - October 2016

- Designed, built, pitched and sold a product for the distribution and display of digital art & photography. Raised money from investors. Recruited and hired a team that built a product that includes a physical device, an app, an operating system and a backend platform. Responsible for the vision & design of the product and company operations.

## **Activision Blizzard, SledgeHammer Games** • Foster City, CA

### **Senior Lighting Artist**

#### *Call of Duty: Advanced Warfare* • November 2013 - November 2014

- Responsible for lighting, cinematography, scripted behavior and debugging on a number of maps.

## **DreamWorks Animation** • Glendale/Redwood City, CA • Nov. 2010 - Nov. 2013

### **Lighting**

#### *Boo* • August 2013 - November 2013

- Production lighting & compositing, sequence setup, and troubleshooting technical issues.

#### *Turbo* • November 2012 - May 2013

- Production lighting & compositing, sequence setup, and troubleshooting technical issues.

#### *Me and My Shadow* • May 2012 - November 2012

- Production lighting & compositing, sequence setup, and look development.

#### *The Croods* • November 2010 - May 2012

- Production lighting & compositing, sequence setup, and troubleshooting technical issues.

#### *Madagascar 3: Europe's Most Wanted* • March 2012 - April 2012

- Lighting & compositing, troubleshooting, generating mattes and creating publicity stills.

#### *Kung Fu Panda 2* • March 2011 - June 2011

- Lighting, troubleshooting technical issues, generating mattes and fixing composites.

## **LucasArts, Lucasfilm** • San Francisco, CA

### **Technical Director** • *The Force Unleashed 2* • January 2010 - September 2010

- The primary shader writer for TFU2. Worked directly with artists and engineers to fill shader requests, fix bugs, and perform look development.
- Continued material system development. R&D into instant radiosity. Assist with FX art.

**Secret Level, SEGA** • San Francisco, CA**Lead Technical Artist** • *Iron Man 2* • June 2008 - January 2010

- Tasked three technical artists working on tools, FX assets and cinematics production.
- Co-designed and implemented an art asset pipeline. Designed and implemented a system for using real-time game shaders, with artists authoring the materials, using a Maya shader plugin.
- Lighting artist and primary shader writer.
- Provided technical support.

**Technical Artist** • *Golden Axe: Beast Rider* • May 2006 - 2008

- Wrote game shaders and authored materials, working with the art lead on look development.
- Wrote MEL scripts for automation and tools.
- Prototyped and authored lighting and sky assets.

**Freelance VFX** • San Francisco, CA • 2010 - 2015

- Visual effects work on commercials and music videos including rendering, lighting, compositing, camera tracking, animation, modeling, matte painting, grading, editing and final shot delivery.

**Rochester Institute of Technology** • Rochester, NY**Physics** • Bachelor of Science

2002 - 2005

Co-published a scientific paper related to a novel technique for seeing IOR changes in air

*Optical Engineering 43(11)***Film & Animation**

2000 - 2002

**Scripting & Programming**

- Languages: Objective-C, C, Python, MEL, RSL, HLSL, C++, C#

**Materials, Shaders & Surfacing**

- Shader writing experience: Arnold, RenderMan, Mental Ray, Maya & HLSL/CG

**Lighting, Compositing & Matte Painting**

- Experienced lighting and compositing professionally for film, video & video games: Maya, Nuke, After Effects, Photoshop, 3dsmax, Arnold, Mental Ray, Renderman and proprietary lighting software at DreamWorks Animation, Activision and Lucasfilm.

**Film & Video**

- Live-action cinematography experience: Canon & RED cameras. Editing, compositing and camera tracking experience: Premiere, Nuke, After Effects, Boujou.