

DNEG • London, UK

Lighting Supervisor

BOT, misc. projects • August 2018 - Present

- Manage a team of lighting/compositing artists, seq setup, testing, process/pipeline dev.

Lighting Lead

TUMBL (canceled) • April 2018 - August 2018

Technicolor Ltd, Mikros Animation • London, UK

Lighting Supervisor

Sherlock Gnomes • March 2017 - February 2018

- Managed a team of lighting artists to complete lighting on 3rd of feature-length animated film. Managed sequence setup, master lighting, keyshot lighting, templates, shot work, etc.

Freelance VFX • San Francisco, CA • 2010 - 2017

- Commercial art/design work including: lighting, compositing, camera tracking, grading, modeling, matte painting, editing & animation.

Canviz, Inc. • San Francisco, CA

Co-Founder, CEO • November 2014 - November 2016

- Designed, built, pitched and sold a product for the distribution and display of digital art & photography. Raised money from investors. Recruited and hired team of developers.

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 of game maps.

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

Lighting

Boo (canceled) • August 2013 - November 2013

Turbo • November 2012 - May 2013

Me and My Shadow (canceled) • May 2012 - November 2012

The Croods • November 2010 - May 2012

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

Kung Fu Panda 2 • March 2011 - June 2011

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

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.
- Principal lighting artist and shader writer.

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

- Wrote game shaders and authored materials, worked with the art director on look development. Wrote MEL scripts for automation and tools. Authored lighting assets.

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

Materials, Shaders & Surfacing

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

Lighting, Compositing & Matte Painting

- Professional experience lighting & compositing for film & games using: **Katana, Nuke Arnold, Renderman, Maya, After Effects, Photoshop, 3dsmax** and proprietary tools used by **Dneg, Activision, DreamWorks Animation** and **Lucasfilm**.

Film & Video

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