

OBJECTIVE

Seeking work with a cutting edge team as a Lighting TD / Lookdev Artist for motion pictures, games and commercials.

EXPERIENCE

Digital Domain | 2007 – 2011

Lead Lighting Artist / Generalist / Modeler

- Hair TD / Hair Lookdev on [Girl with the Dragon Tattoo](#)
- Lighting Sequence Lead on [Ender's Game](#) test project
- Lighting Sequence Lead on [Thor](#)
- Lighting / Lookdev Artist / Modeler on [Tron Legacy](#)
- Lighting Artist / Generalist on [Honda Fit Defense Mechanism](#) commercial
- Lighting Artist on [Mummy: Tomb of the Dragon Emperor](#)
- Lighting & Lookdev Artist on [Speed Racer](#)

Triptych Creative Group | 1998 – 2005

Senior Graphic Artist

- Motion Design, 3D Animation & Compositing for corporate and commercial broadcast productions
- Creation of entire graphics packages, from concept to final delivery
- Clients include ESPN, Motor Trend, Hot Rod TV, Speed Channel among others

Pensyl Animation | 1997 – 1999

Freelance Animator

- Motion Design, 3D Animation, Flash Animation for high-end corporate presentations
- Clients include IBM, Apple Computer, Motorola, American Airlines, Prentice Hall

SOFTWARE SKILLS

Maya (VRay / RenderMan / Mental Ray), Mel, Python, Lightwave
Nuke, Shake, Adobe After Effects, Fusion/DFX+
Adobe Photoshop, Dreamweaver, Illustrator
Apple Final Cut Pro, Adobe Premiere Pro

EDUCATION

MFA | Visual Effects | Savannah College of Art and Design | 2007

BFA | Sculpture | University of North Texas | 1996

AWARDS

Best Student Animation for "Once Upon a Tyme" at SIGGRAPH 2008 Space-Time Competition
2007 SCAD Best Visual Effects in an Animated Short for "Once Upon a Tyme"
Savannah College of Art and Design Artistic Honors Fellowship
Integrated Project Solutions Scholarship
Telly Finalist HIV Infection Animation