

ABOUT

Visual Effects Artist, specializing in Shot Lighting, Look Development & Sequence Lighting Development. Extensive experience with lighting pipeline setup and implementation, as well as basic Scripting, Compositing, and Modeling. Dual citizen, US & Canada.

EXPERIENCE

Image Engine | Oct 2019 - Present

Lead Lighting TD
• [The Old Guard](#)

Industrial Light & Magic Vancouver | Nov 2017 - Sept 2019

Senior Lighter
• [Terminator: Dark Fate](#) • [Captain Marvel](#)
Shot Lighting / Sequence Setup
• [Aquaman](#) • [Solo](#)

Digital Domain Vancouver | Oct 2013 - Oct 2017

Lighting Lead
• [Ready Player One](#) • [Fate of the Furious](#) • [Independence Day: Resurgence](#) • [The Free State of Jones](#)
Senior Lighter
• [Beauty and the Beast](#) • [Pixels](#)
Lighting Lead / Lookdev / Environments
• [Night at The Museum: Secret of the Tomb](#) • [Tomb Raider E3 Trailer 2015](#)
Senior Lighter / Lookdev Artist
• [X Men: Days of Future Past](#)

Iloura | Feb - May 2013

Senior Lighting Artist
• [I Frankenstein](#)

Pixomondo | Oct 2012 - Jan 2013

Senior Lighting Artist
• [A Good Day to Die Hard](#)

Walt Disney Animation | May - Oct 2012

Senior Lighting Artist / Shot Finisher
• [Wreck-it-Ralph](#)

Zoic Studios | Feb - April 2012

Senior Lighting Artist / Generalist
• [Falling Skies](#) ("Worlds Apart", "Shall We Gather at the River")

Digital Domain | 2007 – 2011

Hair TD / Hair Lookdev
• [Girl with the Dragon Tattoo](#)
Lighting Sequence Lead
• [Ender's Game Cannes Teaser](#) • [Thor](#)
Lighting / Lookdev Artist / Modeler / Generalist
• [Tron Legacy](#) • [Honda Fit Defense Mechanism Commercial](#) • [Mummy: Tomb of the Dragon Emperor](#)
• [Speed Racer](#)

EDUCATION

Master of Fine Art | Visual Effects | Savannah College of Art and Design | 2007

Bachelor of Fine Art | Sculpture | University of North Texas | 1996