

EXPERIENCE

2019 - Current	BLUR Studio	CG Supervisor
2018-2019	Method MTL	CG Supervisor
		Head of Department - Lookdev
2015-2018	Atomic Fiction	Asset Department Supervisor
		Lead Texture/Lookdev
		Texture Artist
2014-2015	Disney XD - It's a Laugh Prod.	Senior VFX Artist
2014	Fuhu.inc	Lead Texture/Lookdev Artist
2014	Barnstorm VFX	Senior 3D Generalist
2013-2014	The Third Floor	Previs/Postvis Artist
2013	BLPVFX / CBS	Lead Maya Artist
2008–2013	Rhythm and Hues	Senior 3D Generalist
		Senior Texture Painter / Lookdev Artist
		Previs Lead / Supervisor
2007	Persistence of Vision	Previs Artist
2007	Sony Imageworks	Lighting/Compositing ATD
2007	Persistence of Vision	Postvis Artist
2005–2006	Rhythm & Hues Studios	TechAnim TD
		Matchmove/Tracking TD

FILM CREDIT

Wonder Woman 2	CG Supervisor
Top Gun Maverick	CG Supervisor
Welcome to Marwen	Asset Supervisor
Velvet Buzzsaw	Asset Supervisor
Ad Astra:	Asset Supervisor
Pacific Rim 2:	Asset Supervisor
Stanger Things Season 2:	Asset Supervisor
Bladerunner 2049	Asset Supervisor
Transformers Last Knight:	Lead Texture and Lookdev Artist
Start Trek Beyond:	Lead Texture and Lookdev Artist
Allied:	Lead Texture and Lookdev Artist
Deadpool:	Texture and Lookdev Artist
Avengers: Age of Ultron:	PreVis/PostVis Artist
The Amazing Spiderman 2:	PreVis/PostVis Artist
Alvin and the Chipmonks: Chipwrecked:	Texture Painter
Hop:	Previs Lead
The A Team:	Texture Painter
Aliens in the Attic (they came from upstairs):	Texture Painter
Night at the Museum 2:	Texture Painter
Land of th eLost:	PreVis Artist
Star Trek XI:	PreVis Artist
Beowulf:	Lighting/Compositing
Fantastic Four 2:	PostVis
Night at the Museum:	Tracking/Matchmove/Modeling/TechAnim
Fast and Furious 3:	Tracking/Matchmove
Garfield 2:	Tracking/Matchmove

SOFTWARE SKILLS

Katana
Mari
Vray
Renderman
Shotgun
Maya
Nuke
Adobe Creative Suite

OTHER STRENGTHS AND SKILLS

CG Supervision
Department and Artist Supervision
Shot and Asset Bidding
On-set supervision and reference collection
Strong Creative and technical skills
Works well under tight deadlines high pressure
Team building and mentoring
Look development and Shading
Motivator and Leader

OPERATING SYSTEMS

Mac Os X
Windows
Linux

EDUCATION

Savannah College of Art and Design, Savannah, GA
Bachelor of Fine Arts – Computer Art

AWARDS/RECOGNITION

Visual Effects Society Nomination 2017: Outstanding Environment in a TV Episode - “Stranger Things Season 2”
Visual Effects Society Nomination 2015: Outstanding Visual Effects in a Special Venue Project - “The Lost Temple”
Hollywood Post Alliance Nomination 2014: Outstanding Visual Effects: Silicone Valley - “Articles of Incorporation”