

Skillset

Superb management ability, combined with creative and technical expertise, and strong problem solving abilities. Thorough knowledge and experience in all aspects of visual effects.

Well rounded 3D generalist specializing in effects, as well as shading/lighting, character setup and animation.

Extensive knowledge of Maya, rendering with mental ray and Renderman. Competent in most major 3D packages including Houdini, XSI, and 3DS Max, as well as various stand-alone applications (Real Flow, Massive, Particle Illusion, etc.)

Excellent compositing skills using Shake, After Effects, and discreet combustion/flame.

Scripting in MEL, Python, C/C++, DOS and BASH shell.

Experience

2009-present

Hydraulx

Santa Monica, CA
310.319.2300

Lead Artist, Effects TD

Managing small team of FX artists for various feature film projects. Involved in development of custom fluid and dynamics tools and flexible effects setups used by junior artists.

2008-2009

Asylum FX

Santa Monica, CA
310.395.4975

CG Supervisor (commercials)/FX Artist (features)

Supervised commercial projects and assisted as an FX TD for feature productions between spots. Created advanced FX like water and smoke using Houdini and Real Flow.

2005-2007

Hydraulx

Santa Monica, CA
310.319.2300

Lead Artist, Effects TD

Performed effects and lighting on several commercial and feature film projects. Helped create custom tools and shaders, and initiated the revamped 3D pipeline.

2004-2005

Rhythm & Hues

Culver City, CA
310.448.7500

Digital Supervisor, Commercial Division

Supervised and worked on commercials projects, using third party software and proprietary tools. Set up the commercial pipeline while leading teams of over twenty artists.

2002-2004

Stargate Digital

South Pasadena, CA
626.403.8403

CG Supervisor

Led mid-sized 3D department, creating CG elements for several concurrent projects. Pipeline development and R&D of new technology. In charge of staffing and scheduling.

2001-2002

Barbed Wire FX

Santa Monica, CA
310.260.3111

Co-Founder/Co-Owner

Performed various tasks related to running commercial effects boutique. Handled administrative, financial and production tasks (as supervisor and artist) throughout several projects.

2000-2001

Vector Base

Hollywood, CA
323.871.1487

Creative Director/Principal

Managed creative department. Acted as art dir./lead animator. Responsible for handling projects from concept to completion for broadcast and interactive titles.

Education

1991-1993, CSU Long Beach

Illustration Major, focusing on painting and design

1989-1991, CSU Northridge

Fine art and undergrad studies

1999, Art Center Pasadena

Graphic design and character animation courses

9/94-12/94, LA Recording Workshop

Certified Recording Engineer