

EDUCATION

Savannah College of Art and Design (SCAD University) BFA | Visual Effects w/ Tech Direction Minor 06/2014

EXPERIENCE

Technicolor Creative Studios/MPC/Mr X | Lighting Lead June 2021 - Oct 2023

Witcher S2, Prey, Secret Headquarters, Landscape with Invisible Hand, Prehistoric Planet S2

- Assisted bidding, scheduling, and task assignments in collaboration with production's targets.
- Developed render setups, nuke templates, and asset tools for efficient workflow.
- Mentored and guided artists to ensure high-quality output.
- Collaborated with VFX and CG Supervisors to devise creative strategies and meet delivery deadlines.
- Proactively learned and implemented the latest pipeline tools and procedures.
- Conducted dailies, offered constructive feedback, and assessed artist performance for reporting to the Lighting HoD and DMs.

Digital Dimension Entertainment Group | LookDev/Lighting Lead Oct 2020 - June 2021

Apple's Pretzel and the Puppies

- Led bidding, scheduling, and task assignments in collaboration with production deadlines.
- Developed render setups, nuke templates, and asset tools for efficient workflow.
- Presented Episode keys and creative solutions to clients for approval and feedback.
- Conducted dailies, offered constructive feedback, and assessed artist performance for reviews.

Technicolor Creative Studios(TCS) | Lighting Learning Lead June 2019 - Sep 2020

- Led dynamic presentations on technical and creative topics with a focus on engagement.
- Mentored and coached trainees to produce high-quality work, fostering continuous improvement.
- Rapidly learned and stayed current on pipeline tools, procedures, and implementations.
- Proactively communicated with departments, including Lighting and recruiting.
- Enhanced documentation and created learning content for Lighting Learning Pathways.
- Monitored and reported on trainee progress to the Head of Departments.
- Continuously improved Lighting Academy curriculum to meet student and production needs.
- Conducted training dailies, provided constructive feedback, and assessed trainee progress.

ENCORE VFX Studios | Compositing Artist Aug 2018 - Feb 2019

DC's Titans, Supergirl, Flash, & Arrow; Riverdale; God Friended Me.

- Compositing of shots of varying complexity.
- Maintained quality and replicated established looks set by the Director/Supervisors/Leads.

ICON Creative Studios | Senior Lighting/Compositing Artist Aug 2017 - Aug 2018

Netflix's Kong: King of the Apes & Tarzan and Jane

- Lighting, Rendering, and Compositing of shots/sequences.
- Developed, tested, & troubleshoot all assets. Working closely alongside the Director/Supers to maintain continuity.

Bardel Entertainment | Senior Lighting/Compositing Artist Nov 2016- July 2017

Mattel's Monster High: The Adventures of the Ghouls Squad

- Lighting, Rendering, and Compositing of shots/sequences.
- Trained up new hires to the Bardel/Mattel TV pipeline.

Angry Birds Blues

- Lighting, Rendering, and Compositing of shots/sequences.
- Created all show specific Nuke tools for creative uses.

The Adventures of Puss in Boots

- Lighting, Rendering, and Compositing of shots/sequences.
- Established the look and feel (color scripts) for sequences/episodes.
- Assisted in the creation/testing of pipeline tools.
- Assisted in the training up of new hires to the studio/show pipeline.

PROFESSIONAL/TECHNICAL SKILLS

Primary Tools

Katana Houdini
NukeX Maya
ShotGrid Review Tool
Microsoft Excel
Adobe Creative Suite

Render Engines

Pixar's Renderman Studios
Mental Ray
VRay
Mantra

Enviornments

Windows 11
Linux (Red hat, Debian)
Mac OS