



























Experience

<b>The Gnomon School of Visual Effects, Games + Animation (January 2017 – present)</b> Instructor and Education Lead: Generalist Responsible for leading Gnomon’s Generalist track. Classes: Python, Maya, V-Ray, Nuke, and Houdini	
<b>Brand New School (September 2016 – present)</b> CG Supervisor Commercial projects: Google <i>Pixel</i> , <i>Chesapeake</i> , and <i>Good Thins</i>	
<b>Digital Domain (June 2016 – September 2016)</b> Technical Director Maya and Houdini pipeline development for <i>Power Rangers The Movie</i>	
<b>Imaginary Forces (April 2016 - May 2016)</b> 3D Generalist Houdini FX animation and compositing for <i>Skydance</i> theatrical branding sequence	
<b>Gentleman Scholar (March 2016)</b> 3D Generalist Commercial project: <i>Propel</i>	
<b>Apple (June 2015 – March 2016)</b> 3D Generalist :: Technical Director Pipeline development	
<b>Psyop (October 2014 – June 2015)</b> 3D Generalist :: Technical Director Various projects: Supercell <i>Clash of Clans</i> campaign, Xbox <i>ReCore</i> game cinematic	
<b>Apple (June 2014 – October 2014)</b> 3D Generalist :: Technical Director Pipeline development, product rendering, and compositing	
<b>The Gnomon School of Visual Effects, Games + Animation (January 2013 – present)</b> Instructor Classes taught: Maya, V-Ray, Python, Nuke, and Houdini	
<b>Psyop (October 2013 – June 2014)</b> Technical Director :: Lighting Lead :: Houdini FX Commercial project: Samsung Galaxy II	
<b>Zoic (June 2013 – October 2013)</b> 3D Generalist Commercial project: Toshiba & Intel: <i>The Power Inside</i>	
<b>Psyop (May 2013)</b> Technical Director :: Lighter :: Compositor Commercial project: Xbox <i>Sunset Overdrive</i>	
<b>Wolf &amp; Crow (January 2013 – May 2013)</b> CG Supervisor :: Technical Director Commercial project: Qatar Foundation <i>Passion Drives Us All</i>	
<b>Psyop (November 2011 – January 2013)</b> CG Supervisor :: Technical Director :: 3D Generalist Projects: Chevy Sonic <i>Joyride</i> , Planters Peanuts <i>The Team</i> , Xbox <i>Matter</i> , Zoopla <i>Inside</i> Verizon Droid <i>Upgrade Yourself</i>	
<b>Duck Studios (2011)</b> Lighter :: Compositor Commercial projects: Pop Tarts, Cox Digital Cable	
<b>Pixomondo (2011)</b> Lighter :: 3D Generalist Feature film projects: <i>Green Lantern</i> , <i>Journey 2: The Mysterious Island</i>	
<b>Psyop/Mass Market (2011)</b> Technical Director :: Lighter:: Compositor Commercial projects: Coca-Cola <i>The Great Happyfication</i> , Reebok <i>Zigtech</i> , Sealy <i>Jump</i> , Sealy <i>Apartment</i> , Carl’s Jr <i>The Green Hornet</i> , and Nissan Juke <i>Dread</i>	 
<b>Zoic (2010)</b> Compositor Feature film project: <i>Burlesque</i> . Television project: ATF <i>The Line</i> pilot episode	
<b>Yu+Co (2010)</b> Lighter :: Compositing Lead Commercial projects: Marvel Universe <i>The Heroes Are Coming</i> game cinematic, Marvel Superhero Squad <i>Heroes for Peace</i> , <i>Iron Man 2</i> for TTCOUK, and <i>Iron Man 2</i> for Avea	
<b>Freerange 3D (2010)</b> Compositor Feature film project: <i>Cats &amp; Dogs: The Revenge of Kitty Galore</i>	
<b>3D Revolution (2010)</b> Compositor Feature film project: Feature <i>Cats and Dogs 2 The Revenge of Kitty Galore</i>	
<b>Vertical Inc (2009)</b> 3D Generalist :: Compositor Commercial project: BAU	
<b>T. Larkin Productions (2009)</b> Compositor Music video project: <i>The London, Kaley</i>	
<b>Boondox Media (2008-2009)</b> 3D Generalist :: Compositor Commercial project: Trimble <i>GPS</i>	
<b>Double M Productions (2004 - 2008)</b> 3D Generalist :: Compositor :: Editor Commercial projects: <i>This Week In Racing</i> series, local sports segments, local commercials	
<b>Superior DV Productions (2004 – 2008)</b> 3D Generalist :: Compositor :: Editor Documentary projects: <i>Memories</i> , Local Levy, <i>Veterans</i> . Various projects: <i>Make Up Your Success</i> promotional video, Roney Motorsports promotional video, local sports videos	

Software

3D	Rendering	Compositing	Scripting Languages
Maya Houdini 3ds Max	V-Ray Arnold Mental Ray Mantra	Nuke Fusion Shake After Effects	Python Mel

