



Hardworking and responsible lighting artist, who has been a reliable member of the team on four feature films. A great team player who responds well to instruction and feedback, as well as a self sufficient individual who completes their work in a timely fashion and at the highest quality possible. Has earned the trust of supervisors, leads, and team members, and faces every new challenge with an open mind and positivity. Is an artist who is passionate about visual effects, whose personal goal is to continually challenge their own knowledge and ability, while maintaining and developing their strong work ethic.

Experience

Lighting Artist - Moving Picture Company (MPC) - Montreal, QC | Aug 2018 - June 2020

- Lighting for feature films: *Cruella*, *The Call of the Wild*, *Pokemon Detective Pikachu*, and *Dolittle*
- Responsible for lighting and rendering full CG and live action shots with characters, props, environments, FX, and crowds
- Lighting scenarios vary from matching the live action reference for integration with the plate, to executing the supervisor's vision on more story driven full CG shots
- Daily tasks include creating light rigs and shot setups, conducting render test and optimizations, adjusting lookdev on assets and FX, and troubleshooting various technical issues

Technical Director - Vitality - SCAD | Jan - May 2018

- Co-leading, coordinating, and give art direction to VFX team to light, texture, shade, add FX, and render student animation film containing over 60 shots
- Additional responsibilities for lighting of various shots, environment setups and builds for two sequences, and rendering and compositing over half of the film

The Mill Mentored Class - SCAD | Sep - Nov 2017

- Group collaborations to integrate CG elements into live footage, developing concepts through to final product
- Directly spoke with senior artists from The Mill to receive and address feedback on a weekly basis

DreamWorks Mentored Class - SCAD | Mar - May 2017

- Group project to create a story driven photorealistic environment, from concept and design to final product
- Communicated directly with CG Supervisors from DreamWorks to discuss processes, techniques, and to receive and address feedback on the project every week
- Accepted into Faculty Submitted Student Work Exhibit at SIGGRAPH 2017

Project Assistant - Massachusetts Institute of Technology (MIT), Department of Facilities

- **Cambridge, MA | Summer and Winter breaks 2014 - 2017**
- Assessment of ADA Accessibility routes and requirements around campus
- Conducted cost analysis and data collection for Director of Campus Construction

Education

Savannah College of Art and Design (SCAD) - Savannah, GA

- BFA of Visual Effects
- Graduated 2018, Summa Cum Laude

Skills

Software

- Katana
- Maya
- Nuke
- Mari
- Houdini
- Unreal
- Adobe Suite

Rendering Engines

- RenderMan
- Arnold
- Mantra

Operating Systems

- Linux
- Windows
- Mac