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Objective

Seeking a position as a Texture Painter, Lookdev, Hair/Fur, Lighting, and/or Compositing artist.

Professional Skills

Lighting, Rendering, Lookdev, Texture Painting, 3d Sculpting , Hair/Fur, & Compositing.

Professional Experience

Production of feature film “*The Amazing Spiderman*” March 2010 - May 2011

Senior Texture Painter Sony Pictures Imageworks

Production of feature film “*Green Lantern*” March 2010 - May 2011

Senior Texture Painter, Lighter, and Compositor Sony Pictures Imageworks

Production of feature film “*Knight & Day*” January 2010 - March 2010

Lookdev TD Rhythm & Hues Studios

Production of feature film “*Marmaduke*” August 2009 - December 2009

Texture Lead, Lookdev TD Rhythm & Hues Studios

Production of feature film “*Cabin in the Woods*” May 2009 - September 2009

Lookdev TD & Texture Painter Rhythm & Hues Studios

Production of feature film “*Land of the Lost*” June 2008 - May 2009

Lookdev TD & Texture Painter Rhythm & Hues Studios

Production of feature film “*Mummy: Tomb of the Dragon Emperor*” September 2007 – June 2008

Lookdev TD & Lighting TD Rhythm & Hues Studios

Production of THX trailer “*Amazing Life*” September 2007

Lookdev Artist for short-term freelance project.

Eyestorm Productions Venice, CA

Production of feature film “*Alvin and the Chipmunks*” May 2007 - September 2007

Lookdev Lead, Texture Painter Rhythm & Hues Studios

Production of feature film “*Evan Almighty*” September 2006 - May 2007

Lookdev TD, Lookdev Massive Lead, Lighting TD Rhythm & Hues Studios

Production of feature film “*Night at the Museum*” April 2006 - September 2006

Lookdev TD Rhythm & Hues Studios

Production of feature film “*Garfield: A Tale of Two Kitties*” January 2006 - April 2006

Lighting TD Rhythm & Hues Studios
