TEXTURE • MATTE P

- Unique sense of creativity and a practical problem-solver
- · Resourceful team player with organizational and follow-through skills
- Drive to learn and apply new ideas and skills
- Proficient in Linux, Mac and PC platforms
- Software experience:

Photoshop -10 years Bodypaint -3 years 6 years Nuke -1 year Zbrush -Maya -4 years Fusion -1 year Silhouette -5 years Mocha Pro -1 year

Cleanplate Painter for Stereoscopic Features

Scanline VFX

Features: - Super 8: Matte Painter May 2011 - Current Culver City, California

2010 - 2011

2007 - 2009

Cleanplate Painter for 3D Conversion

Illuminate Hollywood

Features: - Harry Potter and the Deathly Hallows - Part 1: Painter

February 2011 - April 2011 Hollywood, California

Hollywood, California

Santa Monica, California

Hollywood, California

Cleanplate Painter for 3D Conversion

Prime Focus VFX

Features: - Shrek 3D: Painter

- The Chronicles of Narnia - The Voyage of the Dawn Treader: Painter

- Ned (Code name for secret 3D conversion project): Painter

Rotoscope Artist/Texture Painter/Matte Painter

Asylum Visual Effects

• Features: - Bedtime Stories: Texture Painter

- Duplicity: Texture Painter

- Confessions of a Shopaholic: Matte Painter - Sorcerers Apprentice: R&D, Texture Painter

- Gentlemen Broncos: Texture Painter

- Terminator Salvation: Texture Painter, Set Extension Modeler

- National Treasure 2 Book of Secrets: Texture Painter, Matte Painter, Set Extension, some modelling and general Maya

- The Curious Case of Benjamin Button: Texture Painter, Matte Painter

• Commercials (Rotoscope Artist, Texture Painter, Matte Painter):

- Busch Light - Teleflora - Hershey's - Target Inc. - Blackberry - Buick - Dr. Pepper - U.S. Bank

- U.S. Cellular - Tovota - Under Armour - Allstate Insurance

- Michael Mann's "Leave Nothing" Nike ad - Hyundai

Rotoscope Artist/3D Modeler

Look Effects Features:

- Pirates of the Caribbean 2: Rotoscope Artist

- Rocky Balboa: Rotoscope Artist

- Nightmare Before Christmas 3D: Coordinator, Rotoscope Artist

- Nines: Rotoscope Artist

- Bones (Season 2, Episode 10): 3D Modeling and Texturing

- Next: 3D Modeling and Texturing, Rotoscope Artist, Render Wrangling

Teacher's Assistant

Pasadena City College

2005

Pasadena, California

Assisted in instruction and tutoring in Adobe Illustrator and Painter

Studio Arts

Zbrush

2008 - 2009Los Angeles, California

Zbrush 101, Anatomy and Life Sculpting, Concept Design, Zbrush to Maya Character Pipeline

Nova Institute Multimedia Production 2000 - 2001

Los Angeles, California