

13200 Pacific Promenade 240, Playa Vista, CA 90094

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OBJECTIVE -- FX TD/FX Animator/Tool Development

VISUAL EFFECTS AND CG EXPERIENCE

Sony Pictures Imageworks – FX TD

Jan 2012 – Present

- Film: “Hotel Transylvania”, “G-Force”
 - FX Animation, Particle Effects, Fluids, MEL

Jan 2009 – June 2009

Wolf & Crow – FX TD

Dec 2011 – Dec 2011

- Animated Short: “Garden City”
 - FX Animation, Particle Effects, Fluids, MEL

Psypop/MassMarket – FX TD/FX Animator

July 2009 – Dec 2011

- Commercial: Coke, Kool-Aid, Cars.com, Samsung, Molsen, Lexus, Norton NBA2K10, Air Force, Nescafé, Carl’s Jr., Nissan, Schweppes, Disney, Vitamin Water, Twinings, Honda, Energy Right, Old Navy, Hershey
 - FX Animation, Particles, Fluids, Cloth, Fur, MEL, Python, Pipeline

Oct 2008 – Dec 2008

Sad Flutes Limited/Photon – FX TD

Oct 2008 – Oct 2008

- Film: “The Warrior’s Way”
 - FX Animation, Particle Effects

Blacklist – FX Animator (freelance)

Sept 2008 - Oct 2008

- Commercial: “Tiger Beer”
 - FX Animation, Cloth

The Famous Group – FX Animator

May 2008 - June 2008

- Commercial: Shop Style - “Habit”
 - FX Animation, Cloth, Maya hair, MEL

Ring of Fire Studios – FX Animator/FX TD

Mar 2007 - May 2008

- Film: “The Bucket List”, “Hit and Run”
 - Particle Effects, FX Animation, Fluid Effects, Cloth, MEL, Lighting

June 2008 - Aug 2008

- Commercials: Bayer, GM, Build A Bear, Chesapeake Energy, UPS, Bud Light, Harvest, Motorola, Valvoline Maxlife, Cranium, Petco, Mercedes, Hormel, Yahoo, SNWA, Target/Archer Farms
 - Particle Effects, FX Animation, Fluids, MEL, Lighting, Rendering, Compositing

EDUCATION

Gnomon School of Visual Effects

Certificate in High-End Computer Graphics, with a focus on particles/dynamics

Dec 2006

Macomb Community College

Associate Degree in Digital Video

May 2004

Associate Degree in 3D Animation

Dec 2004

COMPUTER SKILLS

Production Experience:

Maya/MEL, Python, Houdini, Shave & Haircut, Real Flow, Massive, Nuke, Renderman, Splat, Katana, Turtle, Mental Ray, Shake, After Effects, Photoshop, Illustrator, Rush, Cubel, Smedge, Linux, Windows

SHOT BREAKDOWN**G-Force**

- Water surface/ripples [Maya/Houdini]
- Character water drops/interaction [Maya particle system/Houdini]
- Spark effects [Maya particle system]
- Atmosphere effects [Maya particle system]
- Wires [Maya PFX]

Coke “Happyfication”

- Character cloth simulation/Cloth pipeline [Maya nCloth]
- Character fur simulation/Fur pipeline [Maya fur]
- Dandelion effects [Maya particle system/fur]
- Bottle condensation [Maya particle system]
- Confetti effects [Maya particle system]
- Spinning sparklers [Maya particle system]

Kool Aid “Purple”

- Tablet bubbles/trails [Maya particle system]
- Tablet fluid trails [Maya fluids]
- Character transformation bubbles [Maya particle system]
- Lava Bubbles [Maya particle system]
- Volcano lava flow [Maya particle system meshed]

Kool Aid “Yellow”

- Tablet bubbles/trails [Maya particle system]
- Tablet fluid trails [Maya fluids]
- Cannon bubble character trails [Maya particle system]

Kool Aid “Red”

- Tablet bubbles/trails [Maya particle system]
- Tablet fluid trail [Maya fluids]
- Clam bubble trails [Maya particle system]
- Vacuum bubble trails [Maya particle system]
- Submarine exhaust fluids [Maya particle system/fluids]

Coke “Heist”

- Environmental and interactive dust/pollen effects [Maya particle system]
- Character fur simulation/Fur pipeline [Maya fur]
- Coke bottle water droplets [Maya particle system]
- Dandelion effects [Maya particle system]

NBA2K10 “Take Over”

- Cloth simulation/Cloth pipeline [Maya nCloth]
- Stadium crowd simulation [Maya particle system]

SHOT BREAKDOWN (CONT.)**Carl's Jr. "Green Hornet"**

- Missile trails [Maya particle system/fluids]

Nissan "Weather"

- Hail effects [Maya particle system]
- Lightning rig [Maya PFX]
- Clouds [Maya fluids]
- Rock debris [Maya particle system]
- Car tire debris/spray [Maya particle system]

Cars.com "Tornado"

- Tornado rig [Maya particle system/fluids]
- Debris [Maya particle system]

Disney "Small World"

- Boat wake/trails [Maya particle system]
- Boat sail/flags simulation [Maya nCloth]
- Christmas lights reveal effects [Maya particle system]
- Snow/magic effects [Maya particle system]

Air Force "Space Command"

- Space debris [Maya particle system]
- Exhaust/thrusters [Maya particle system]