

## Education

**Savannah College of Art and Design**, Savannah Georgia  
Bachelor of Fine Arts in Visual Effects – Spring, 2009  
G.P.A 3.8: *magnum cum laude*  
Dean's List 2005 -2009  
Received Savannah College of Art and Design Artistic Scholarship  
Winner of "Best of Show" Visual Effects Senior Show 2009  
**FXPHD**, Online Post Training - Fall 2007 - Present

## Experience

**Pixar Animation Studios**, Lighting Intern, Emeryville, CA - Summer 2009

- Shot lighter on Toy Story 1 & 2 in 3D commercial promotion
- Received advanced training in the usage of light, value, and color to create emotion
- Learned to use light to create solid composition and form
- Met with the Director of Photography, Jean-Claude Kalche, of "Up" for daily walkthroughs

**Independent Film, "The Death of Isabella Dickson"**, Lead compositor,  
2D Artist, Savannah, GA - Spring 2009

- Rig Removal done with point and planar tracking along with 2D painting to remove unwanted objects from environment
- Optical flow and point-trackers used to stabilize shaky camera rig movements
- Hand painted textures were tracked onto actors to enhance bullet wounds

**Coca-Cola Refreshing Filmmakers Award Finalist "Preshow"**, Lead compositor, Savannah, GA  
Winter 2008

- Lead a small group of fellow students to light and composite a cg Coca-Cola cup into live action plates
- Gathered necessary data on set to aid in the lighting process
- Developed lighting rigs and shake macros to ensure shot continuity
- Utilized extensive rig removal for production problems

**Freelance Graphic Design**, Augusta GA - Spring 2000 - Fall 2005

- Worked directly with clients to create an identity
- Developed websites to help sell client's products and services
- Created marketing materials including motion graphics for local television

## Software Skills

**Operating Systems:** Linux, Windows, MacOSX

**Scripting:** Bash, MEL

**Maya:** Proficient in modeling, procedural shading, lighting, and multi-pass rendering through render layers and render passes with Mental Ray

**Renderman:** Understanding of RIB structure and Basic RSL. Pass rendering and lighting

**Photoshop:** Photo retouching, painting, drawing, and texturing

**Imagineer Systems:** Understanding of planar tracking. Used Motor for difficult rotoscoping tasks and Mokey for object removal

**pfTrack:** Understanding of matchmoving environments and object tracking. Understanding of pipeline between pfTrack, Maya and Shake

**Compositing (Shake, Nuke, Fusion)**

Proficient in node based compositing. Understanding of multi-key workflows, Advanced tracking, 3D-Compositing, Multipass compositing (including RGB lighting and Normal lighting), Ensuring image integrity and compositing efficiency.

## Activities

Savannah College of Art and Design Student Ambassador

## Hobbies

Photography, Ping-Pong, Electronic music creation