

Work Experience:

JAMM

FX & Pipeline TD

November 2014 – Present | Los Angeles, California

CG:

- Responsible for creating and rendering many types of effects and procedurally modelled assets.
- Balanced doing both FX and Lighting on quick-turnaround jobs while developing and maintaining the studio's pipeline and infrastructure.
- CG supervised a commercial that won a Silver LIA for Visual Effects.

Pipeline:

- Wrote studio's entire pipeline from scratch. (Our main software was Houdini, Flame, Nuke & Maya).
- Tools to build jobs on disk and ftrack from conformed edits.
- Tools to set job, sequence, shot and manage different software & plugin environments for each shot.
- Tools to version control and deploy both live and testing versions of the pipeline itself.
- Tools to build and view the latest versions of different types of edits.
- Asset and scene management tools in Houdini, Nuke & Maya that also tie into ftrack.
- Many OTLs / HDAs and gizmos to expedite work in Houdini & Nuke.
- Renderfarm support for Houdini, Mantra and Nuke for both locally threaded and farm jobs.
- Maintained studios servers, renderfarm and workstations.

MPC

FX Artist / Pipeline TD

January 2014 – October 2014 | Los Angeles, California

FX Artist:

- Worked on numerous shots doing some combination of Simulation, Procedural Animation, Lighting, Shading, Rendering and FX-Comping.
- Created elements such as Explosions, Debris, Dust, Smoke, Liquids, Electrical Arcs, Plasma, Lasers, Flocking, Thrusters, Hair, Drool, etc...

Pipeline TD:

- Wrote asset importing and management plugins to integrate ftrack into Houdini.
- Designed and implemented Packaging in ftrack.
- Wrote Houdini farm submission (Tractor), File I/O and pipeline tools.
- Wrote network sharing systems for Nuke and Houdini.
- Made various OTLs and Gizmos for Houdini and Nuke.

Rhythm & Hues Studios

Junior FX TD (Apprenticeship)

June 2012 – July 2012 | Los Angeles, California

- FX Apprenticeship primarily using Houdini to work on shots from Life of Pi, The Seventh Son and Snow White and the Huntsmen in a simulated production environment. The pipelines and assets were live although the shots were simultaneously being completed by other artists in the studio for the actual productions. I had dailies with each show's respective FX Supervisors to monitor the progress I was making on my shots and I received a great deal of experience using Houdini and proprietary software in a large pipeline where project tracking and asset management are vital to success.

Side Effects Software Inc.

Houdini Artist / Technical Intern

January 2012 – April 2012 | Toronto, Canada

- Created work to showcase Houdini 12's features and capabilities.
- Helped to find and address issues and bugs with Houdini 12 beta software.

SCAD Group Inc.

Montgomery Hall Systems Administrator

May 2011 – August 2013 | Savannah, Georgia

- Provided system support for the students and faculty of SCAD's School of Film and Digital Media.
- Monitored and maintained 800-node Maya, Renderman and Houdini render farm.
- Performed hardware and software maintenance and on the spot troubleshooting.

Education:

Savannah College of Art and Design | Savannah, GA

BFA Visual Effects | August 2013

Orchard Park High School | Orchard Park, NY

Advanced NYS Regents Diploma with Honors | June 2007