

RELEVANT EXPERIENCE:

Lighting · Compositing · Creative Workflow Infrastructure and Integration · Generalist
Film · Commercials · Television · Virtual Reality · Augmented Reality · 360° Filming
Maya · 3DS Max · Katana · Nuke · Arnold · Renderman · V-Ray · Redshift · Unreal Engine

PROFESSIONAL EXPERIENCE:

Post Visualization Department Lead (*Avatar: The Way of Water, Avatar 3*)

LightStorm Entertainment (2019 - Present)

- Built a skilled team of 20 full-time artists proficient in real-time engines, compositing, and camera solving, dedicated to Virtual Production.
- Collaborated closely with the head of studio and head of pipeline development to establish a long-term Post Visualization pipeline and strategy for the company.
- Decreased turnaround time, resulting in significant increase in output year-over-year.
- Significantly raised quality standards for PostVis products delivered to Editorial and Jim Cameron.

Sr. Lighting and Compositing Artist (*Call of Duty: Modern Warfare, Elder Scrolls Short, Love, Death & Robots* – Netflix Series)

Blur Studio (2018, 2019)

- Lighting and compositing for CG shots, encompassing both photo-realistic and stylized content.

Sr. Lighter and Compositing Artist (*Lego Short Film, Mary Poppins Returns*)

Duncan Studio (2018, 2019)

- Lighting and final compositing of CG content
- Integration of 2D drawn animated elements into CG renders and live-action plates

Immersive Design and Marketing Strategist

Hyperloop Transportation Technologies (2018 - 2019)

- Provided guidance and leadership in exploring immersive technology, leveraging game engines, to visualize and communicate HyperloopTT's goals and vision.
- Managed cross-functional teams collaborating across multiple countries to ensure successful execution.

Director of Immersive Technology

Edmunds (2016 - 2017)

- Oversaw and managed multiple project teams across diverse software platforms, including real-time game engines, mobile platforms, and video software, ensuring successful delivery within budget.
- Spearheaded the development of a cutting-edge cloud-based GPU real-time car configurator, revolutionizing the car customization experience.
- Pioneered the creation and implementation of "Can It Fit?", an AR feature that garnered extensive press coverage and drove a remarkable 700% increase in user acquisition.
- Created the Interactive 360° Pano product, generating over \$2 million in sales revenue.

Sr. Lighting Artist (*Star Trek: Beyond*)

Bad Robot (2016)

- Lit a CG replacement USS Enterprise hallway environment and props for a 6K delivery.

Digital Futurist

WET Design (2015 - 2016)

- Established and managed the Digital Innovation team comprising CGI and film artists, enabling rapid creation of mock-ups and proof of concepts in traditional 3D and real-time game engines.
- Developed immersive products using Unreal Engine and Unity.
- Produced VR visualizations, featuring 300 precise water shooter simulations aligned with physical products.
- Oversaw and mentored digital artists.
- Optimized studio pipeline and set quality standards for CG content.

Head of Computer Graphics (U.S.)

Absolute Post (2014)

- Creative supervision of CG content, including project bidding and staffing.
- Junior Creative Director for multiple campaigns.
- Acted as the primary point of contact for clients, including on-site VFX supervision.
- Collaborated on the development of a new pipeline and rendering system between U.K. and U.S. offices.
- Participated in studio discussions to leverage tax incentives for episodic television projects.

Creative and Technical Consultant (*The Cask of Amontillado*)

MoonBot Studios (2013)

- Implemented new bidding and production models for the studio's Intellectual Properties.
- Presented future technology and software upgrade plans.
- Performed CG generalist work in lighting, compositing, look development, and modeling.
- Served as a mentor for junior artists.

Sr Lighting and Compositing Artist, Compositing Lead (*Turbo, Puss in Boots, Megamind, How to Train Your Dragon: Legend of the Boneknapper, Shrek Forever After, How to Train Your Dragon*)

DreamWorks Animation (2009 - 2013)

- Implemented standardized compositing workflows across global studios and teams.
- Developed efficient 2.5D solutions in Nuke to reduce costs of 3D rendering.
- Oversaw the establishment of a comprehensive documentation system for the Lighting Department, adopted across all departments company wide.
- Led regular meetings with R&D to enhance lighting workflow and drive future development.
- Received multiple awards from DreamWorks Animation for outstanding achievements.

Sr. Lighting and Compositing Technical Director (*Cloudy with a Chance of Meatballs 1 & 2*)

Sony Pictures Imageworks (2008 - 2009, 2013)

- Lighting and compositing tasks for both mono and stereo shots, including the creation of shareable setups.

Sr. Lighting and Compositing Technical Director (*Disney's A Christmas Carol*)

Image Movers Digital (2009)

- Lit elements and built a full Nuke 2.5D replacement city block environment for the skating sequence.

Lighting and Compositing Artist (*Bolt*)

Walt Disney Feature Animation (2008)

- Lighting and compositing tasks for shots, including the creation of shareable comp setups.

Lead Lighting Technical Director (*Mummy 3, The Golden Compass, Happy Feet, Superman Returns, COX Commercials, Garfield, Scooby Doo 2*)

Rhythm and Hues Studios (Various: 2003 - 2008)

- Led and managed multiple lighting teams, overseeing the creation of hero shots for artists to match.
- Conducted research and development for the implementation of a new pipeline utilizing a combination of off-the-shelf and proprietary software.

Stereoscopic Compositor (*Meet the Robinsons*)

Digital Domain (2006 - 2007)

- Manipulated, painted, and composited mono render elements to create stereoscopic shots.

CG Generalist (*Constantine, Ultraviolet*)

CIS Hollywood (2004)

- Modeled and textured CG replacement environments, including a future version of Shanghai.

EDUCATION:

Certified Scrum Master (CSM) - Scrum Alliance

MFA in 3D Visual Communication Design - The Ohio State University, Columbus, Ohio

BFA in Computer Animation - Ringling College of Art and Design, Sarasota, Florida

FILMOGRAPHY:

- **Avatar 3 (2025)** - Post Visualization Department Lead
- **Avatar: The Way of Water (2022)** - Post Visualization Department Lead
- **Call of Duty: Modern Warfare Cinematics (2019)** - Sr. Lighting and Compositing Artist
- **Elder Scrolls E3 Launch Short (2019)** - Sr. Lighting and Compositing Artist
- **Lego Short Film (2019)** - Sr. Lighting and Compositing Artist
- **Love, Death & Robots (Netflix Series) (2018)** - Sr. Lighting and Compositing Artist
- **Mary Poppins Returns (2018)** - Sr. Digital Compositor
- **Star Trek Beyond (2016)** - Sr. Lighting Artist
- **Downy “Unstoppables” Commercial Campaign (2015)** - Head of CG
- **Airwick “Scents” Commercial Campaign (2015)** - Head of CG
- **GE “Signa Pioneer MRI” Launch Video (2014)** - Head of CG
- **Estee Lauder “Advanced Night Repair” Commercial (2014)** - Head of CG
- **Febreeze “Nose Blind” Commercial Campaign (2014)** - Head of CG
- **Gevalia “150 Years of Experience” Commercial (2014)** - Head of CG
- **Crest “Pro Health HD” Commercial (2014)** - Head of CG
- **Frontline TriTak “Ninjas” Commercial Campaign (2014)** - CG Lead
- **The Cask of Amontillado (2013)** - Lighter/Compositor
- **Cloudy with a Chance of Meatballs 2 (2013)** - Sr. Lighting and Compositing Technical Director
- **Turbo (2013)** - Compositing Lead / Sr. Lighting and Compositing Artist
- **Puss in Boots (2011)** - Compositing Lead / Sr. Lighting and Compositing Artist
- **HTTYD: Legend of the Boneknapper Dragon (2010)** - Sr. Lighting and Compositing Artist
- **Megamind (2010)** - Sr. Lighting and Compositing Artist
- **Shrek Forever After (2010)** - Sr. Lighting and Compositing Artist
- **How to Train Your Dragon (2010)** – Sr. Lighting and Compositing Artist
- **Disney’s A Christmas Carol (2009)** – Sr. Lighting and Compositing Technical Director
- **Cloudy with a Chance of Meatballs (2009)** - Sr. Lighting and Compositing Technical Director
- **BOLT (2008)** - Lighting and Compositing Artist
- **The Mummy 3: Tomb of the Dragon Emperor (2008)** - Lighting Lead
- **The Golden Compass (2007)** - Lighting Lead
- **Meet the Robinsons (2007)** - Stereoscopic Compositor
- **Happy Feet (2006)** - Lighting Lead
- **Superman Returns (2006)** - Lighting Lead
- **COX Communications “Digital Max” Commercials (2006)** - Lighting Artist
- **Blitz: The League Trailer (2006)** - CG Artist
- **Ultraviolet (2006)** - CG Artist
- **Constantine (2005)** - CG Artist
- **Garfield (2004)** - Lighting Artist
- **Scooby Doo 2: Monsters Unleashed (2004)** - Sequence Lighter/Lighting Artist