

## EDUCATION

### Master of Fine Arts

Savannah College of Art & Design  
Visual Effects  
2012

### Bachelor of Fine Arts

Columbus College of Art & Design  
Animation, Media Studies  
Minor in Copy Writing  
2010

### Motion Capture Course

ACCAD at The Ohio State University  
2010

## SKILLS

### Platforms

Linux  
Windows  
Mac

### Skill Set

Lighting  
Compositing  
Scripting  
Shading  
Procedural Systems  
Pipeline / Workflow

### Software

Maya  
Houdini  
Nuke  
Adobe Suite

### Languages

Python  
MEL

### Renderers

Arnold  
VRAY  
Renderman  
Mental Ray  
Mantra

## PROFESSIONAL EXPERIENCE

### Freelance Lighter / Compositor, 2017-Present

*Blizzard Animation Glendale, CA*

### Lead Lighting Artist, 2012-2017

*Dreamworks Animation Glendale, CA*

**Credits:** Boss Baby, Trolls, Penguins of Madagascar, Monkey's of Mumbai, Turbo

### Trolls

- Core member of the lighting development team, worked with all departments to develop the final look of the show, workflow, and technology.
- Continued onto production to define the look of numerous locations, produce shots, and assist artists.

### Penguins of Madagascar

- Developed the lighting look of a location, taking many of those shots to final while supporting other artists on the show.

### The Dragon Flight

- Coordinated with VFX Supervisor and multiple departments to complete a 5000+ frame, 270 degree field of view, continuous shot, fly-through of Berk from How to Train Your Dragon 2.

### Monkey's of Mumbai

- Core member of the lighting development team, worked with all departments to develop the final look of the show, workflow, and technology.

### Turbo

- Aided Leads and Supervisors in developing optimized lighting work-flows and lighting rigs while lighting production shots.

### Adjunct Professor, 2013, 2014

*Columbus College of Art and Design Remote Work*

### Freelance Lighter, 2013

*Psyop Venice, CA*

### Staff Lighter, 2012

*Method Studios Santa Monica, CA*

**Credits:** Riddick

### Look Dev Intern, 2011

*Framestore New York, NY*

### Look Dev Intern, 2011

*Method Studios Santa Monica, CA*