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PROFILE

An **artist** with a firm grasp on technology and technique. Collaborative team player who demonstrates initiative and dependability. Thrives on new challenges and is passionate about continuous learning and professional opportunities. Specializes in compositing, modelling, lighting, and texturing.

WORK EXPERIENCE

Technicolor

Stereoscopic Compositor - May 2011 / Dec 2011
Utilizing Nuke to composite elements together into finished shots and to place the elements in depth

Prime Focus

Stereoscopic Compositor - March 2011 / May 2011
Using Fusion and proprietary software to convert footage from 2D to 3D

Prime Focus

Stereoscopic Trainer - **Mumbai** - Nov 2010 / March 2011
Taught proper conversion techniques on how finalize converted footage into 3D

Prime Focus

Stereoscopic Compositor - August 2010 / Nov 2010
Using Fusion and proprietary software to convert footage from 2D to 3D

Dot.Dot

Art Lead - June 2009 / Nov 2009
Team of six artists, six programmers, and two producers to create a playable PC game in five months

Ascendancy

General Artist - Feb 2009 / March 2009
Team of three artists to design and create a playable Unreal level in one month

PROGRAMS

Nuke
Fusion
After Effects
Maya
Photoshop
ZBrush

SKILLS

Compositing
Modelling
Rotoscope
Paint
Lighting
Troubleshooting

EDUCATION

Bachelor of Science in Game Art
Dec 2009 Full Sail University
Winter Park, FL
Valedictorian