

OBJECTIVE: Freelance Composer/CG Generalist available for negotiations.

PROFESSIONAL EXPERIENCE:

Logan Media

Freelance November 2010 - Current

Day to day operations consist of compositing shots and generating 3D elements as well as assisting supervisors in creating base scripts and various pipeline needs for other compositing artists on a project to project basis. Currently serve as a Lead Compositor for last 6 months and as Visual Effects Supervisor for "Scott Test Drive". Occasionally supervise/assist shot progress and approval for other artists on a need be, project to project basis. Work includes clients/features such as 30 Minutes or Less, Premium Rush, Apple, Clinique, Nike, Honda, Audi, Lexus, DC Shoes, Nintendo, Bethesda Games, and many more.

Prime Focus

Freelance August 2010 - November 2010

As part of the Stereoscopic conversion team I created clean plates and performed other paint preparation for the Stereo Conversionists. This involved complex moving plates and multiple levels of parallax within the original plates. Techniques included highly complex 3D projection paint work and 3D tracking, up to 20 in some cases. Work included "The Chronicles of Narnia: Voyage of the Dawn Treader".

Ingenuity Engine

Freelance September 2009 - August 2010

As a generalist, completed and contributed to several projects over the 11 month period working with Ingenuity. Primarily performing compositing tasks in Nuke that include tracking, matte painting, keying, cg compositing, cleanup, etc. Worked with veteran directors / clients such as Joseph Kahn, Wayne Isham, Kiss, Weezer, Eminem, Lady Gaga, ESPN, SmartCar, and Bravo just to name a few.

EDUCATION:

Savannah College of Art and Design, Savannah, GA

September 2005 – May 2009

Bachelor of Fine Arts in Visual Effects / minor in Technical Direction

SKILLS:

Artistic background with an understanding in traditional and digital elements. Aesthetically capable of achieving effective results in lighting, texturing, surfacing and compositing on multiple levels of complexity.

Very strong understanding of 3D tools within a compositing environment. Consistently execute many advanced 3D techniques within Nuke to create efficient results as an alternative to traditional, less efficient 2D techniques for various compositing tasks.

Software:

Maya / MEL

Nuke / Shake

Houdini

Adobe Creative Suite / Adobe After Effects

Mental Ray/ VRay

Linux/Mac OS/Windows Platforms

AWARDS/RECOGNITION:

CG Spider Showcased at Siggraph 2008

MTVTr3s – #1 Best of 2008 Music Videos (Top 20) (Calle 13 – “No Hay Nadie Como Tu”)

MTVTr3s – Top 20 Countdown – Peaked #6 (10-24-08 consecutively thru 01-12-09) (Calle 13 – “No Hay Nadie Como Tu”)