



Digital Lighter

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Objective

Employment as a digital artist focused on lighting and look development at an innovative post-production studio

Production Experience

Digital Domain (07.07 - present)

Digital Lighter - "Real Steel" (11.10 – 3.11)

- ▲ Shader look development and lighting feature characters

Environment Lead - "Tron:Legacy" (8.09 – 10.10)

- ▲ Designed and supervised workflow and pipeline for specific skilled team combining matte painting with look-development and lighting
- ▲ Defined the visual look of many large scale environments across the film
- ▲ Led 3d team responsible for opening title shot, requiring: digital downtown city environment, main title look, and complex integration of stereoscopic photography with matte paintings

Digital Lighter - "2012" (6.09 – 8.09)

- ▲ Shot lighting

Digital Lighter - "Transformers: Revenge of the Fallen" (10.08 – 5.09)

- ▲ Renderman shader look-development and lighting of featured characters

Digital Lighter - "Star Trek" (07.08 – 10.08)

- ▲ Renderman shader look-development for character and environment

Digital Lighter - "Mummy: Tomb of the Dragon Emperor" (04.08 – 06.08)

- ▲ Shot lighting

Environment Look-Development Lead - "Speed Racer" (9.07 – 04.08)

- ▲ Managed tasks and calibrated proprietary shaders for look-development team
- ▲ Designed sequence lighting rigs

Recognition

Nominated for Outstanding Created Environment in a Live Action Feature Motion Picture at 9th annual VES Awards (2010)

Skills

- ▲ Lighting in Maya with Renderman, Vray, and Mental Ray feature show pipelines
- ▲ Look-Development experience on hero characters, vehicles, and dynamic sets
- ▲ Attention to creation and detail of materials and technical aspects of lighting
- ▲ Team-leader, organized, coordinates with other skill-sets/departments

Software

Proficient

Maya, Vray, Mental Ray, Renderman, Adobe Suite, Linux, Windows

Familiar

Nuke, Shake, Boujou, Mel-scripting, Houdini, 3D Studio Max

Education

B.F.A. Visual Effects with minor in Technical Direction
Savannah College of Art and Design, June 2007