

EDUCATION

Bachelors of Fine Arts. Cum Laude

Texas State University. Communication Design / Illustration

WORK EXPERIENCE

April 2022 - Current

LAIKA Studios

Art Department / 3d Environment Art Director / 3d Generalist

Projects include: Wildwood

October 2017-2022

WETA Digital/WETA FX

Digital Matte Artist / 3d Environment Artist / 3d Generalist

Projects include: Avengers: Endgame, Godzilla vs Kong, Rampage, Eternals, Dr Strange: Multiverse of Madness,

June 2014-2017

Industrial Light and Magic

Digital Matte Artist / 3d Environment Artist / 3d Generalist

Projects include: Teenage Mutant Ninja Turtles, Star Wars: The Force Awakens, Kong: Skull Island

March 2013-June 2014

Method Studios

Digital Matte Artist / 3d Environment Artist

Projects include: Thor: The Dark World, Divergent, Into The Storm, Hercules, & Seventh Son

November 2011-March 2013

Digital Domain Venice

Digital Matte Artist / 3d Environment Artist

Projects include: Avengers, Iron Man 3, & 47 Ronin

April 2010 - August 2011

Industrial Light and Magic Singapore

Digital Matte Artist / 3d Environment Artist

Projects include: Transformers: Dark of the Moon & Mission Impossible: Ghost Protocol

Other Clients include: Zoic Studios, Bruno Zacarias, Macgregor (for Similo), Geomedia, Detour Film Production

Awards

Winner of the 2015 Visual Effects Society awards for Outstanding Created Environment in a Photoreal Feature for Star Wars: The Force Awakens

Software / Tools:

Nuke, Maya, Unreal, Zbrush, 3dsMax, Clarisse, Softimage, Unity, Unreal, World Machine, Photoshop

Rendering / Shading Experience:

Unreal 5, Clarisse, Arnold, Vray, Modo, 3Delight / Renderman, Mental Ray, Maxwell, Octane