

EDUCATION

Bachelors of Fine Arts. Cum Laude
Texas State University. Communication Design / Illustration

WORK EXPERIENCE

June 2014-present

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

January 2009-April 2010

1080 Inc. Austin / San Antonio

Matte Painter / Environment Artist / Concept Artist

Duties: Created original environment background using 3d, matte painting, and photo texturing.

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:

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

Rendering / Shading Experience:

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