

**SUMMARY:** Skilled 3D professional with extensive knowledge of texturing, lighting and rendering. Experienced at generating realistic and stylized images. Strong at multitasking and meeting tight deadlines, works well under pressure.

**WORK:** 2010 **Napoleon Group, NYC**

Texture Artist

*Various commercial spots*

2009 **Imaginary Forces, NYC**

Lighting/Shading Artist

*God of War III, main titles*

2009 **Thornberg and Forester, NYC**

Lighting/Shading Artist

*"Match To Remember" Al-Jazeera*

2009 **Meta-Lingo, Brooklyn, NY**

Lighting/Shading Artist

*Food Network*

2008-09 **JWTwo, NYC**

Lead Lighting/Shading Artist

*Various commercial spots*

2008 **Brand New School, NYC**

Internship/Lighter, Composer

**SOFTWARE:** Proficient in Maya, Mental Ray, After Effects, ZBrush, Photoshop, Illustrator, Final Cut.

**SKILLS:** Modeling/UV layout, realistic and stylized texturing, various types of lighting and shader creation, render set up and layer management compositing and post-production

**AWARDS & EXHIBITIONS:** Senior project "Luna Park" won in Best Animation category at Coney Island Film Festival 2008  
Senior project "Luna Park" was selected for Siggraph Space Time 2008

**EDUCATION:** 2005-2008 **Pratt Institute, Brooklyn, NY**  
Department of Digital Arts, Bachelors of Fine Arts

References available upon request