

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:

Imaginary Forces

October 2009

Lighting/Shading Artist

Thornberg and Forester

August 2009

Lighting/Shading Artist

Meta-Lingo, Brooklyn, NY

May 2009

Lighting/Shading Artist

JWTwo, New York, NY

October 2008 - April 2009; June 2009

Lead Lighting/Shading Artist

Brand New School, New York, NY

June 2008 - August 2008

Internship/Lighter, Compositor

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" (2008) won in Best Animation category at **Coney Island Film Festival 2008**

Senior project "Luna Park" (2008) was selected for **Siggraph Space Time 2008**

EDUCATION:

Pratt Institute, Brooklyn, NY

2005-2008

Department of Digital Arts, Bachelors of Fine Arts

References available upon request