

[Contact Details]

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[Education]

**Diploma of Screen
(3D Computer Graphics and Animation - Maya)**
Computer Graphics College, Sydney, Australia
April 2005–July 2006

Short Course- Introduction to Shake 4
Enmore Design Centre, Sydney, Australia
March 2006

**Bachelor of Visual Arts (Major Elective –
Painting/Illustration)**
Manukau Institute of Technology, Auckland, New Zealand
1996-2000

[Core Skills]

Primary Software Skills : Shake, Nuke, Maya, Photoshop,
Secondary Software Skills : Bodypaint, Silhouette, After Effects, Boujou

[Industry Experience]

July 2010 - Present Composer at Fuel VFX International
Sydney, Australia
*Various TV Commercials for Nestle, Toyota, Optus, Life Lock, and an in-
production Feature Film*

- Digital Compositing in Shake
- Rotoscoping, Paint/Prep work in Shake and Nuke

July 2010 Composer at Umeric
Sydney, Australia
"MTV My Super Sweet 16" TV Spot for MTV

- Digital Compositing using Shake, After Effects
- Creating elements using Particle Illusions

March-May 2010 Composer at Fuel VFX International
Sydney, Australia
"Tomorrow When The War Began" Feature Film

- Digital Compositing in Shake
- Rotoscoping, Paint/Prep work

- Dec 2009–Mar 2010** **Composer at Fuel VFX International**
Sydney, Australia
"Iron Man 2" Feature Film
- Digital Compositing both live action and multipass 3D renders in Shake
 - Rotoscoping, Paint/Prep work
- October 2009** **Composer at Umeric**
Sydney, Australia
"Genetically Modified" TV Spot for MTV Music Channel
- Compositing multipass 3D renders using After Effects and Shake
 - Sky replacements
 - Creating dust/smoke particles and other elements using Shake, Particle Illusions
- July-September 2009** **Texture Artist/Composer at Umeric**
Sydney, Australia
"Butterflies" TV Spot for MSN Canada
- Creating photorealistic textures for 3D models in Photoshop
 - Compositing multipass 3D renders using After Effects and Shake
 - Creating particles and other elements using Shake, Particle Illusions
- March-May 2009** **Shake Composer at Umeric**
Sydney, Australia
"Playground" TV Spot for MTV Music Channel
- Integrating multipass 3D renders with matte paintings and live action plates
 - Colour correction and grading
 - Green-screen keying
- December 2008** **Shake Composer at Umeric**
Sydney, Australia
"Man Vs Wild - Unstoppable" TV Spot for Discovery Channel
- Colour correction and grading
 - Integrating multipass 3D renders and live footage
 - Paint Fixes, Rotoscoping, Tracking, Look development
 - Using Particle Illusions to generate dust elements
- June-November 2008** **Roto/Paint Artist, Junior Composer, Matte Painter at Photon VFX**
Gold Coast, Australia
"Australia" Feature Film
- Compositing, rotoscoping, tracking, marker removal, dust-busting, keying using Shake
 - Creating photorealistic matte paintings using Photoshop and Shake
- May-June 2008** **Roto/Paint Artist at Photon VFX**
Gold Coast, Australia, and Auckland, New Zealand
"The Warrior's Way", a.k.a "Laundry Warrior" Feature Film
- Creating garbage, hold-out, articulate and isolation mattes in Shake and Silhouette for use by the compositing team

March 07-March 08 Lead Shake Compositor at Photon VFX

Gold Coast, Australia

"Animalia" 40-part Animated TV Series

- Compositing multi-pass 3Delight renders using Shake
- Relighting/grading daytime renders to reflect differing times of day and environmental conditions.
- Conducting daily internal reviews of Comp. Dept shots before they went up for review in front of the Director.
- Attending daily review sessions with the Director, Producer and Art Director.
- Passing on feedback from the client to compositing team members and advising where changes were necessary and discussing possible problems and solutions.
- Delegating shots and general supervision of the compositing department.
- Working on concept design and compositing/SFX R&D for future episodes.
- Liaising with the VFX Supervisor, VFX Producer, Production Co-Coordinator and Lighting and Matte Painting Department Leads

Aug 2006-Mar 2007 Texture Artist at Photon VFX

Gold Coast, Australia

"Animalia" 40-Episode Animated TV Series

- UV-Mapping assets using Unfold 3D and Maya.
- Using client-provided concept art to texture characters, environments, props and set dressing using Photoshop and Bodypaint under a tight production schedule.
- Modeling and placing set dressing for environments
- Creating baked light/shadow maps and converting assets for 3Delight rendering pipeline.

[References]

Available on Request.