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EXPERIENCE:

- MOVING PICTURE COMPANY** - Vancouver, BC Sept 2011-Present
-Modeler: Jack the Giant Killer
- RISING SUN PICTURES** - Adelaide, Australia Jan 2010-Sept 2011
-Modeler/Texture/Lookdev Artist: Journey 2: Mysterious Island
-Modeler/Texture Painter: Green Lantern
-Modeler/Texture Painter: Harry Potter and the Deathly Hallows
- RHYTHM AND HUES STUDIOS** - Los Angeles, CA Aug 2008-Dec 2009
-Texture Artist:
-The A-team
-Cabin in the Woods
-Night At the Museum: Battle of the Smithsonian

TECHNICAL SKILLS:

PROFICIENT IN: Maya, Zbrush, Mudbox, Mari, Bodypaint, Photoshop, Headus UV
Layout, Topogun,

KNOWLEDGE IN: Renderman, Mental Ray, Vray, After Effects, Shake, Flash

EDUCATION:

- GNOMON SCHOOL OF VISUAL EFFECTS**, High-end CG Certificate, Hollywood, CA 2006-2008
- KEENE STATE COLLEGE**, Bachelor of Arts in Graphic Design, Keene, NH 2002-2006

INTERNSHIPS:

- RHYTHM AND HUES STUDIOS** 2008
Texture Paint Apprentice Program
-Completed 3 week texture paint apprentice program
- KEENE STATE COLLEGE** 2006
Advancement/Alumni Relations Department
-Worked on graphic design projects including: logo, poster and book design

AWARDS:

- GNOMON SCHOOL OF VISUAL EFFECTS**, "BEST OF TERM" 2008
Contest for Gnomon students
-Winner of Environment Design (Interior) category
- KEENE STATE COLLEGE** 2005-2006
Graphic Design Fellowship
-Received faculty nominated Academic Award Grant for Graphic Design
-Worked on graphic design related tasks for the Art Dept.