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Filmography:

Escape from Planet Earth -Senior character surfacing TD/ Texture artist
The Chronicles of Narnia: Prince Caspian (2008) -Senior texture artist
Fred Claus (2007) -Senior texture artist
Sweeney Todd: The Demon Barber of Fleet Street (2007) -Senior texture artist
10,000 B.C. (2008) -Character surfacing TD/ Texture artist
Happy Feet (2006) -Character surfacing TD/ Texture artist
The Wild (2006) -Character surfacing TD/ Texture artist
Cypher (2002) -VFX artist/Compositor
The Time Machine (2002) -VFX artist/Compositor
The Art of Woo (2001) -VFX artist/Compositor

Television:

Hogfather (2006) -Character surfacing TD
Franny's Feet (2004) -Texture artist
The Save-Ums! (2003) -Generalist
Angela Anaconda (1999) -Concept artist, Character generalist

Other:

War Child (2002) Nonprofit Children's Aid Organization - Interstitial
-Art director, VFX artist/Compositor
Toronto Short Film Festival (2002)- Opening Interstitial
-Art director, VFX artist/Compositor

11/2007 - present - Rainmaker

Vancouver, B.C.

Escape from Planet Earth -Senior character surfacing TD/ Texture artist
-Responsible for taking concept to fully surfaced character:

- Work closely with the production team (Director, VFX Supervisor, Art Director) to execute the desired look of CG objects.
- Participate as a team member in determining various design solutions; provide feedback to other members of the production.
- Responsible for creating the textures, colors and organic surface qualities needed in the completion of CG creatures and hard-surface models used in production.
- Apply shaders including fur/hair
- Render turntables and animation tests for dailies on a regular basis.

software: Maya, Body Paint 3D (cinema 4D- 16bit) , Headus UV layout, Photoshop, Proprietary - Mental Ray

05/2006 - 10/2007 - Moving Picture Company

London, U.K.

The Chronicles of Narnia: Prince Caspian (2008) -Senior texture artist- Renderman

Fred Claus (2007) -Senior texture artist- Renderman

Sweeney Todd: The Demon Barber of Fleet Street (2007) -Senior texture artist- Renderman

10,000 B.C. (2008) -Character surfacing TD/ Senior texture artist- Renderman

Terry Pratchett's Hogfather - TV Film - Mental Ray

-Responsible for creating the textures, colors and organic surface qualities needed in the completion of CG creatures and hard-surface models used in production including environments, props, digital doubles and creatures.

-Worked closely with the production team (Director, VFX Supervisor, Art Director) to execute the desired look of CG objects.

-Participated as a team member in determining various design solutions; provided feedback to other members of the production.

-Rendered turntables and animation tests for dailies on a regular basis.

software: Maya, Body Paint 3D (cinema 4D- 16bit) , Photoshop, Proprietary -Renderman

01/2005 - 02/2006 - Animal Logic

Sydney, Australia

Happy Feet - Animated Feature Film

Character surfacing TD/ Texture artist

-Worked closely with the production team (Director, VFX Supervisor, Art Director) to execute the desired look of CG objects.

-Participated as a team member in determining various design solutions; provided feedback to other members of the production.

-Responsible for creating the textures, colors and organic surface qualities needed in the completion of CG creatures used in production.

-Applied proprietary shading feather/fur tools and shaders for grooming

-Rendered turntables and animation tests for dailies on a regular basis.

software: Maya, Deep Paint 3D, Photoshop, Proprietary -Mayaman

9/2003 - 12/2004 - Core Feature Animation/Disney/Pandemo

Toronto, Ontario

The Wild - Animated Feature Film

Character surfacing TD/ Texture artist

-Worked closely with the production team (Director, VFX Supervisor, Art Director) to execute the desired look of CG objects.

-Participated as a team member in determining various design solutions; provided feedback to other members of the production.

-Responsible for creating the textures, colors and organic surface qualities needed in the completion of CG creatures used in production.

-Applied proprietary shading feather/fur tools and shaders for grooming/ tested proprietary software.

-Rendered turntables and animation tests for dailies on a regular basis.

-software: Houdini, Maya, Deep UV/Paint 3D, Photoshop, Renderman, Proprietary -Renderman

1998 - 09/2003 - Core Digital Pictures

Toronto, Ontario

-Worked on a variety of feature films and television series:

Film:

2001/2002 - Cypher - Pandora/Miramax - Feature Film

- Houdini VFX artist/compositor- Renderman

-working closely with the director, conceptualized and executed motion graphics and 3D elements and composited them into shots.

2002 - The Time Machine- Dreamworks and Warner Bros

-Houdini VFX artist- Renderman

2002 - Tru Confessions - The Disney Channel - MOW

-Artist (hand drawn), Compositor -Renderman

2001 - The Art of Woo - The Canadian Film Centre - Feature Film

-Houdini VFX artist -Renderman

Television:

2003 - Franny's Feet - Decode Entertainment/ABC - Television Series

-Maya VFX artist- Renderman

2002 - Saveums - Decode Entertainment/Discovery Kids/CBC - Television Series

-Maya VFX artist- Renderman

2001 - JR Digs - CityTV - Television Series

-Houdini/Maya VFX artist- Renderman

1998 - 2000 - Angela Anaconda - Decode Entertainment/Fox

Family/Teletoon - Television Series

-Houdini VFX artist- Renderman

Other projects:

2002 - War Child - Nonprofit Children's Aid Organization - Interstitial

-Art Director, Composer, Motion Graphics -Renderman

2002 - Toronto Short Film Festival- Opening Interstitial

-Art Director, Composer, Motion Graphics- Renderman

2002 - Ontario Media Development Corporation - Interstitial

-Motion Graphics -Renderman

2002 - Let's Play - Boy Band Music Video

- Houdini VFX artist- Renderman

Education:

1998 - Sheridan College - Computer Animation

Post-Graduate Diploma

1994 - University of Alberta - Faculty of Art and Design

Bachelor of Fine Arts with Distinction

References on demand.