
Objective

To have fulfilling, challenging work, with the aim of working in paint/roto on short form, feature length, or television content.

Relevant Experience

Summer 2005 - Present - vfx generalist, Lockheed Martin

- Perform any number of vfx tasks (modeling, lighting, rendering, roto/paint, comp, matchmoving) required to deliver shots and sequences on schedule
- Develop macros/scripts for 3DS Max, After Effects and the Backburner queuing system to streamline modeling, texturing and distributed rendering
- Basic experience with Stereo filming, rendering, and compositing
- Supervise, design and shoot CG/live action integration shots

Summer 2009 - Present - President, Polycount Studio

- Perform freelance visual effects and graphic design work
- Organize and manage projects and deadlines

Skills & Interests

2D - Nuke, After Effects, Photoshop

3D - 3DS Max, Maya, mental ray

Tracking - Syntheyes, Mocha

I have a solid understanding of camera optics, lighting, energy conserving shaders matchmoving, and compositing. In addition to work, I spend most of my free time working on or learning about visual effects - either by creating shots to challenge myself or by reading current books and articles related to the industry. I enjoy movies and armchair directing, sports (particularly bowling, basketball, and F1 racing) and the occasional programming side project.

Education

Bachelors, Computer Science - Mississippi State University (2006)

fxphd.com - January 2009 - Present