

SKILLS

Complex matte extraction, color correction and grading
2D tracking, plate stabilization, paint and roto fixes (both 2D and stereo)
Template and macro creation for standardizing workflows and looks
Advanced script debugging and process optimization
Stereoscopic compositing methods and workflows

SOFTWARE

Compositing : advanced Shake, intermediate Flame, After Effects, Nuke and Silhouette
Programming : advanced Shake expressions, intermediate Python and C++
3D : basic Maya, Houdini and Lightwave

WORK EXPERIENCE

Leverage 2 Productions, Portland/ LA :: On Set VFX Supervisor & Compositor :: 4/09 -
Supervise green screen, monitor replacement, CG background plates and set extension shots
Deliver composites on a tight deadline for the episodic TV show, "Leverage"

Spark Media, Washington, DC :: VFX Artist :: 2/09 - 3/09
(Freelance) Create pop up book animations for a History Channel documentary using Nuke's 3D environment

Laika Entertainment, Portland, OR :: Stereoscopic Compositor :: 8/07 - 1/09
Codevelop the puppet face seam removal process for the stereoscopic feature, "Coraline"
Establish the look and script template for food steam composites and complete several steam shots
Extract mattes from uneven (scale model set) green screens and perform paint and roto fixes as necessary

Control Issues, Portland, OR :: Software Engineer & GUI Designer :: 1/07 - 7/07
Design software and GUIs for media control systems

Yard VFX, Portland, OR :: Compositor :: 1/07 - 3/07
(Freelance) Deliver 18 complex composites for summer hits, "Knocked Up" and "Paranoid Park"

Teatro, Los Angeles, CA :: Software Engineer & GUI Designer :: 3/05 - 12/06
Design software and GUIs for media control systems

Solvent Dreams, Los Angeles, CA :: Compositor :: 2/05 - 3/05
(Freelance) Complete several composites and fixes for the stop motion feature, "Disaster"

Smoke & Mirrors, London, UK :: Post Production Engineer :: 12/04 - 2/05
(Freelance) Hardware and application support for Flame, Shake & 3D workstations

Audio Precision, Beaverton, OR :: Engineering Production Technician :: 8/00 - 8/03
Program and implement scripts for testing and calibration of digital signal processors

EDUCATION

Escape Studios & LSBU, London, UK :: Visual Effects training :: 9/03 - 7/04
Professional VFX industry training in compositing and 3D applications

Portland State University, Portland, OR :: Engineering coursework :: 8/00 - 5/03
BS coursework in 2D/3D drafting, upper level mathematics and electronics

Heald College, San Francisco, CA :: 2 year Electronics Engineering Degree :: 5/95 - 7/97
ASET (Associates) degree obtained with a 4.0 GPA

Reed College, Portland, OR :: BA coursework :: 8/93 - 5/94
BA coursework in formal logic, linguistics and political science