

## professional experience

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**3D Artist** (5 years)

Lead Modeler, Generalist: Modeling, Texturing, Lighting, Rendering, 3D Concept art, Pre-visualization Animation.

**Compositing/ Post Production** (2 years)

VFX artist: Rotoscoping, Plate Clean-up, Compositing, 3D Tracking, Stereoscopic work, some Matte Painting.

**Web/Interface Design** (9 years)

Senior Web Developer: Developed style guides, policies, and manuals for web development. Taught web design courses. My design for Langara College's Continuing Studies website won best in category at the international LERN Awards in 2005.

**2D Graphic Design / Communications** (9 years)

Communications Officer: Advised on marketing strategies and brand management. Designed print ads, brochures, posters, post cards, motion graphics, and more. My department won the CCAE Prix D'Excellence in 2006 in several categories for campaigns I worked on.

**Illustration** (5 years)

Illustrator: A short story book by Schudel Druck Press, business brochures for Novartis, art booklet "The Interpreted World" by Cannon Press, "Learning With Shakespeare" Text book, by Little Red School House Press, various logos, architectural drawings.

**Visual Arts Exhibitions** (5 years)

Visual Artist (various media): Metamorphosis (Hamilton, ON), Gothic Arts and Antiques (Hamilton, ON), Temple Gallery (Hamilton, ON), Hamilton Convention Centre, Art & Craft Fare (Hamilton, ON), Studio Walking Tour, Local Event (Hamilton, ON), Christoph Merian Stiftung, (Basel, Switzerland)

## technical knowledge

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<b>3D</b>	XSI, Maya, Houdini, zBrush, Mudbox , vRay, Mentalray, PRman, Vue
<b>Editing &amp; Compositing</b>	Adobe Premiere, After Effects, Shake, Nuke, Boujou
<b>Graphic Design</b>	Adobe Photoshop, Illustrator, Indesign, PageMaker, Quark Express
<b>Web Design</b>	Macromedia Dreamweaver, Flash, Fireworks, FrontPage, Go Live
<b>Scripting &amp; Programming</b>	HTML, Java Script, CGI scripting (Perl, C++ very basic)

## work history

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<b>Stargate Digital</b> (Vancouver, BC) Modeling, Texturing	<b>2012 - Present</b>
<b>Anthem FX</b> (Vancouver, BC) Modeling, Texturing, Lighting, Rendering	<b>2010 - 2011</b>
<b>Mr. X</b> (Toronto, ON) Modeling, Texturing, Lighting,	<b>2009 - 2010</b>
<b>Independent</b> (Vancouver, BC) Compositor, Modeling/Texturing	<b>2009</b>
<b>Janimation</b> (Dallas, TX) 3D Generalist	<b>2008</b>
<b>Troublemaker Digital</b> (Austin, TX) Lead Modeler, 3D/2D Generalist	<b>2007 - 2008</b>
<b>Langara College</b> (Vancouver, BC) Communications Officer, Web Developer, Graphic Designer	<b>1999 - 2007</b>
<b>Arteknica - Visual Design</b> (Vancouver, BC) Owner, Designer, web and illustration	<b>1998 - 2000</b>
<b>Internet Portal</b> (Vancouver, BC) Web Designer	<b>1998 - 1999</b>
<b>Independent</b> (Hamilton, Ontario, and Basel, Switzerland) Illustrator / Visual Artist	<b>1992 - 1997</b>
<b>Mc Master Concerts &amp; Productions and Creative Arts</b> (Hamilton, Ontario) Lighting Technician	<b>1993 - 1995</b>

## education

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<b>Vancouver Film School</b> (Vancouver, BC) Diploma in 3D Animation & Visual Effects.	<b>2006 - 2007</b>
<b>Langara College</b> (Vancouver, BC) Various night classes including: 3D Studio Max, C++ Programming, Management Fundamentals, Project Management, and Photography	<b>2000 - 2005</b>
<b>Vancouver Training Institute</b> (Vancouver, BC) Digital Media Arts	<b>1998</b>
<b>Mc Master University</b> (Hamilton, Ontario) Psychology & Natural Sciences	<b>1990 - 1993</b>

## movie credits

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**Barbarella** 2007 (previs, cancelled), **Shorts** 2009 (previs, modeling, roto, and compositor), **The Hole 3D** 2009 (uncredited, stereoscopic rig removals), **Beastly** 2010 (modeling/texturing/lighting), **Resident Evil: Afterlife 3D** 2010 (modeling/texturing/lighting), **The Three Musketeers** 2011 (previs), **Sanctuary (TV)** 2010 Modeling Texturing, Lighting, Rendering, Matte Painting, **Neverland** 2011 Modeling, Texturing, Lighting, Rendering