

PROFILE

Starting in 1994 in the feature film world, working as on-set supervisor for display graphics on *JERRY MAGUIRE*, *SPAWN*, *DANTE'S PEAK*, and *TWISTER*, I developed a wide base of production and technical skills on every aspect of production, from 24fps video to visual effects plate photography. Moving into the world of visual effects on *SPAWN*, I managed hundreds of vfx elements, developing workflows and elements for artists and animators, as well as working on shots of my own on *SPAWN* and *TITANIC*.

After shifting gears into the commercial arena in 1998, I worked with clients such as Mattel, Yamaha, and Kawasaki, developing graphic design and executing visual effects shots. Continuing to develop my VFX skills, I became a flame artist at Lux in Santa Monica, working on commercials and music videos, including Simple Plan and Breaking Benjamin.

In 2006, I co-founded **PI VFX**, offering a full complement of VFX services, including 3D, on-set supervision, and compositing. Our flagship project was a 300+ shot short film shot entirely on greenscreen with CGI backgrounds and scenes, à la SIN CITY. Developed entirely in house, it was a challenging seven month project that showed our exceptional design, vfx and management skill set.

EXPERIENCE

VFX DIRECTOR, FREELANCE 2009-PRESENT

artist supervision, 2D / 3D compositing, 3D matte painting, on-set VFX supervision, concept development, project management.

film projects: night of the demons (feature film - 80+ shots)

broadcast projects: iPhone VFX, iPod touch VFX, iPod nano/video VFX - client: Apple / MAL

VFX DIRECTOR, PI VFX / CAKE EDITORIAL 2004-2009

in-house artist supervision, 2D / 3D compositing, 3D matte painting, on-set VFX supervision, concept development, RED workflow development.

film projects: in my pocket (feature film - 27 shots)

trailer park of terror (feature film - 55 shots)

x-elementz (short film, 315 shots)

commercial projects: at&t, kawasaki, time warner, scion, honda, ubisoft, oroweat, sony, apple

music videos: lostprophets, bo bice, p.o.d.

VFX SUPERVISOR / COMPOSITOR, LUX 2002-2004

flame artist, on-set supervision, concept development, vfx workflow development.

commercial projects: AAA, hilton hotels, carrier, yamaha, kawasaki, cobra golf, cox cable, mattel, direcTV.

COMPOSITOR / ONLINE ARTIST, STUNGUN 2001-2002

jaleo conform / compositing, avid editor.

commercial projects: jaguar, long-form direct marketing

COMPOSITOR / DESIGNER, CRAZY HORSE EDITORIAL 1998-2001

jaleo conform / compositing, avid illusion.

commercial projects: mattel, yamaha, ibm, kawasaki

TECHNICAL SUPERVISOR / ON-SET SUPERVISOR, BANNED FROM THE RANCH

1994 - 1998

display graphics, on-set 24fps video/computer playback, on-set sync supervisor, vfx tech

feature film projects: titanic (vfx technician), spawn, twister, jerry maguire, the relic, dante's peak, starship troopers (fednet graphics), snake eyes, congo (sync supervisor).

EDUCATION

oregon state university — 1989

SKILLS

shake, nuke, after effects, final cut pro studio, color, syntheyes, PFTrack, modo, maya (intermediate), cinema4D, flame, avid products, photoshop, illustrator, RED workflows, HTML, CSS, MySQL, xsan, OS X Server, filemaker pro, vfx pipeline development, HD/SD video workflow/technology.