

SUMMARY: Skilled 3D Generalist with extensive knowledge of texturing, lighting, rendering and compositing.

WORK: The Molecule, NYC, 2011-12

Nuke Compositor
"Smash", "NYC 22"

Napoleon Group, NYC, 2010-11

Texture Artist
Various commercial spots

Imaginary Forces, NYC, 2009

Lighting/Shading Artist
"God of War III", main titles

Thornberg and Forester, NYC, 2009

Lighting/Shading Artist
"Match To Remember" Al-Jazeera

Meta-Lingo, Brooklyn, NY, 2009

3D Generalist
Food Network

JWTwo, NYC, 2008-09

Lead Lighting/Shading Artist
Various commercial spots

Brand New School, NYC, 2008

Internship/Lighter, Compositor

SOFTWARE: Proficient in Maya, Mental Ray, After Effects, Nuke, Silhouette, ZBrush, Photoshop, Illustrator, Final Cut

SKILLS: Modeling/UV layout, realistic and stylized texturing, various types of lighting and shader creation, render set up and layer management compositing and post-production

AWARDS & EXHIBITIONS: Senior project "Luna Park" won in Best Animation category at Coney Island Film Festival 2008
Senior project "Luna Park" was selected for Siggraph Space Time 2008

EDUCATION: **Pratt Institute, Brooklyn, NY, 2005-2008**
Department of Digital Arts, Bachelor of Fine Arts

References available upon request