
PROFILE

- ◆ Over 25 years experience in visual effects for feature films, television, commercials, and video games.
 - ◆ Experienced in the entire visual effects production process, from script breakdown and bidding, tech scouts, on-set supervision to final delivery. Green & blue screen, motion control and performance capture.
 - ◆ Passionate problem solver, with the ability to quickly pivot and seek unconventional and efficient solutions.
 - ◆ Knowledge of the entire VFX workflow, from on-set HDRI and camera tracking, through concept development, character rigging, animation, particle effects, rendering and compositing.
 - ◆ Able to communicate clearly and effectively with directors, producers, artists and crew.
 - ◆ Overseas experience supervising on-site & remotely in New York, Canada, Asia and Mexico.
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WORK HISTORY

Fox Television / Ryan Murphy

American Horror Story	Fox - TV Series	VFX Supervisor
9-1-1: Lone Star	Fox - TV Series	VFX Supervisor

HBOMax / Greg Berlanti & Kaley Cuoco

The Flight Attendant	HBOMax - TV Series	VFX Supervisor
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Netflix / Shondaland

Inventing Anna	Netflix - Limited Series	VFX Supervisor
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HBO / Adam McKay

Untitled Showtime Lakers Project	HBO- TV Movie	VFX Supervisor
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ABC Studios / Marvel Television

Marvel's Runaways	Hulu - TV Series	VFX Supervisor
Marvel's Agents of SHIELD	ABC - TV Series	VFX Supervisor

FuseFX September 2014 to May 2018

All Earthly Constraints	2019 - Feature	VFX Supervisor
Making History	Fox - TV Series	VFX Supervisor
The Hartford vs. The Unexpected	2017 - Commercials	VFX Supervisor
Marvel's Agents of SHIELD	ABC - TV Series	On-set mo-cap supervisor
Bones	Fox - TV Series	On-set supervisor
Spaced Out	2017 - TV Pilot	On-set supervisor
Scorpion	Fox - TV Series	On-set supervisor
Whiskey Cavalier	NBC - TV Series	CG supervisor
Zoo	CBS - TV Series	CG supervisor
Turn: Washington's Spies	AMC - TV Series	CG supervisor
The Walking Dead	AMC - TV Series	CG supervisor

Encore Deluxe November 2013 to September 2014

Extant	CBS - TV Series	CG Supervisor
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Rhythm & Hues December 2008 to April 2013

R.I.P.D.	2013 - Feature	Lighting Supervisor
Life of Pi	2012 - Feature	CG Supervisor

Hop	2011 - Feature	CG Supervisor
Alvin and the Chipmunks 3	2011 - Feature	Sequence Supervisor
Alvin and the Chipmunks 2	2009 - Feature	Compositor
Night at the Museum 2	2009 - Feature	Lighting Artist

Electronic Arts July 2004 to December 2008

Medal of Honor	2010 - Video Game	VFX Supervisor
Tiberium	2008 - Video Game	VFX Supervisor
LOTR: The Battle for Middle Earth II	2008 - Video Game	VFX Artist

Digital Domain June 2003 to June 2004

I, Robot	2004 - Feature	Sequence Supervisor
The Day After Tomorrow	2004 - Feature	Senior Lighting Artist

R!OT Pictures January 2000 to June 2003

Biker Boyz	2003 - Feature	VFX Supervisor
The Chang Family Saves the World	2002 - TV Pilot	VFX Supervisor
Queen of the Damned	2002 - Feature	CG Supervisor
Angel	WB - TV Series	CG Supervisor
Buffy the Vampire Slayer	WB - TV Series	CG Supervisor
The X-Files	Fox - TV Series	VFX Artist

Cinesite Hollywood March 1999 to June 1999

Deep Blue Sea	1999 - Feature	VFX Artist
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Sony Pictures Imageworks September 1995 to August 1998

Stuart Little	1997 - Feature	Look Development
Godzilla	1998 - Feature	Creature Lighting Lead
Starship Troopers	1997 - Feature	Compositor
Anaconda	1997 - Feature Film	VFX Artist
The Ghost and the Darkness	1996 - Feature	VFX Artist

Dream Quest Images August 1994 to August 1995

Crimson Tide	1995 - Feature	SCUBA Crew
First Knight	1995 - Feature	On-set VFX PA

PRODUCTION SKILLS

Script Breakdowns, Budgeting, On Set Decision Making, Pre-Vis, Storyboards & Concept Art, Plate Supervision, Miniature & Model Construction, Motion Control, High-Speed Photography, Blue & Green Screens, Camera Tracking, Efficient HDR1 Captures and On-set Data Collection, Reference Photography & Photogrammetry, Underwater Shooting Techniques, Camera and wireless performance capture systems.

SOFTWARE SKILLS

In-depth knowledge of the entire visual effects post-production process: Digital double creation (3D scanning of actors and talent), Zbrush Modeling, Texturing, Blocking and Animatics, Character Rigging & Animation, Particle FX Animation, Cinematic Lighting & Rendering, Rotoscoping, Paint & Cleanup, Digital Set Extensions, Compositing

EDUCATION

California State University Long Beach - Bachelor of the Arts in Radio, Television and Film.

UCLA - Certificate Program in Business and Management of Entertainment.

Continuing education in line producing (script breakdowns, budgets & scheduling), film finance, and entertainment law.

PROFESSIONAL AFFILIATIONS

The Visual Effects Society - Founding board manager of the Los Angeles Section

The Academy of Television Arts and Sciences - Special Visual Effects Peer Group