

3D LIGHTING AND COMPOSITING ARTIST . PHOTOGRAPHER . GENERAL TD

FILMOGRAPHY:

Tangled , Walt Disney Feature Animation
Lighting ATD

Alvin and the Chipmunks: The Squeakquel, Rhythm & Hues
Character Animator & Animation Layout TD

They Came From Upstairs, Rhythm & Hues
Animation Layout TD

Night at the Museum: Battle of the Smithsonian, Rhythm & Hues
Animation Layout TD

Shane Acker's '9', Starz Animation
Lead Final Layout / Lead Character Finalling Artist

Enter the Sandbox, Starz Animation
Technical Lead

Hoodwinked 2, Starz Animation
Final Layout / Character Finalling Artist

Bundle of Joy,
Scene Prep Artist

FREELANCE:

Coke Zero, Tongue vs. Eyeball Promotion. The Juggernaut, Toronto ON
Lighting / Compositing / Character Animator / General TD

Photographer, "AG Photography"

EDUCATION:

Computer Animation Post Graduate Certificate
Sheridan College, Oakville, Ontario

Bachelor of Arts – Fine Arts with Digital Imaging specialization
University of Waterloo, Waterloo, ON

TECHNICAL SKILLS:

2D: Photoshop, AfterEffects, Fusion, Shake

3D: Maya, Houdini, Voodoo, Mudbox, Mel Script, Python, RenderMan

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HIGHLIGHTED RESPONSIBILITIES:

Shane Acker's "9" / "Hoodwinked 2"

- Set dressed shots based on key artwork, working closely with the Art Director
- Met with the director to tighten up the cameras and achieve his desired aesthetic
- Provided technical support to various departments (Animation, RLO, Lighting, FX)
- Created models, rigged props, and applied simple prop animation
- Supervised other artist's work and delegated shots; relayed the Director's notes
- Helped to create pipeline/workflow for Character Finalling and Layout Finalling

"Night at the Museum 2: Battle of the Smithsonian" /

"Alvin and the Chipmunks: The Squeakquel"

- Wrote scripts for buttons and tools that improved animation workflow.
- Worked closely with other Technical Directors & Animation Supervisors to maintain and improve the animation pipeline
- Troubleshooting cameras, tracking, plates, sound, textures, etc. in shots.
- Acted as a point of contact for anim issues affecting tracking, lighting and fx.
- Setup and supported animation scene files.
- Character Animator for Alvin

"Tangled"

- Scene Lighting based off Sequence Key.
- Adjusting light positions in Maya, as per lighting Sup.
- Paint Fixes, Comp adjustments.
- Technical assistance to Lighting artists.
- Taking 1k shots through to 2k and Stereo using Renderman, Maya and compositing in Shake.
- Ensuring render optimization