

1201 – 265 Balliol St., Toronto, ON M4S1C9 Canada

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## **OBJECTIVE**

To join a team where I can make substantial contributions using lights and colors to support the story and create stunning visuals

## **PROFESSIONAL EXPERIENCE**

**Starz Animation** (Toronto, Canada)

**-Lighting and Compositing Artist**, September 2009 – October 2010

(1) Animated Feature “Gnomeo and Juliet” directed by Kelly Asbury

- Lit key and parent shots, rendered and composited assigned shots to completion
- Created shot hierarchy (key/parent/child) within a big sequence
- Propagated child shots from the Lead and Key lighters

**C.O.R.E. Digital Pictures** (Toronto, Canada)

**-Set Lighter**, March 2009 – September 2009

(1) TV Series “Planet Sheen” produced by Omaton Animation Studio

- Created lighting setup for sets
- Look development and liaised between the asset and lighting department, implemented shading methodology while maintaining the level of creative freedom

**-Lighter**, September 2008 – February 2009

(2) Feature film “Splice” directed by Vincenzo Natali

- Created lighting rigs and delivered render passes to match the live action plates using a Houdini/Renderman pipeline
- Used prepared slap comp in Houdini’s Halo and built new ones when necessary to identify potential compositing issues with lit elements
- Completed 40+ shots during the period of 5 months

(3) Short film “The Spine” directed by Christ Landreth

- Brief involvement in the Look Development department, using Houdini shaders to create the look of character’s clothing, skin and hair to meet the director’s vision

**-Set & Shot Lighter**, August 2007 – June 2008

(4) TV Series “Chop Socky Chooks” produced by Aardman Animations Ltd.

17 x 20minutes episodes

- Created more than 40 set lighting setups, fixed shot-specific issues and composited shots
- Delivered high quality lighting which resulted in fast approval by the director, which also allowed the production to move ahead of schedule
- Worked with the asset team and TDs to develop lighting/rendering solutions
- Was assigned several sequences for urgent re-light and sought the most efficient solutions for fast turnaround

**Rune Entertainment** (Toronto, Canada)

**-Lighter/3d artist**, 2006 June – 2007 April

(1) Feature film “3:19” directed by Dany Saadia

- Responsible for two photorealistic full-CG shots, created high quality/resolution models, textures, lighting, rendering/optimization and compositing

(2) Miscellaneous projects (company ID, TV spots, feature film pitch, commercial)

- Lighting and rendering

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- Multi-camera camera mapping setup, modeling
- Art direction for a motion graphics style commercial, oversaw a team of 4 artists

## **EDUCATION**

**Computer Animation**, Sheridan College, 2005 - 2006

- Final film achievements:
  - Electronic Arts REVEAL 06 - First Prize in the Lighting/Rendering category
  - The Nicktoons Network Animation Festival 2006 Official Section
- Studied with special interests in lighting, shading and cinematography
- Created lighting setup for three other students' films

**Honors Bachelor of Science** - Double major in **Computer Science** and **Fine Art**, University of Toronto, 2001- 2005

- Hazel Cryderman-Wees Scholarship recipient for outstanding performance in art, 2003 – 2005
- Related courses: Computer Graphics, Visual Computing, Calculus/Algebra, Painting, Photography

## **TECHNICAL SKILLS**

- Good working knowledge of Maya, Mental Ray and Fusion
- Production experience in ZBrush, Shake, Fusion, Houdini, Renderman (PRMan), After Effects, Photoshop and HDRShop
- Working knowledge of Windows and Linux
- Non-working experience in MEL, C/C++, Shell

## **PROFESSIONAL QUALITIES**

- An artist who understands how to use light to create form, direct the eyes, create mood and most importantly support the story
- Very good eye and strong observation skills for photo-realism
- Strong understanding of real life lighting/shading phenomenon and how to achieve it in 3d
- Very efficient, always aiming to deliver on time with exceptional quality
- Technical minded individual who takes initiatives to take up challenges and problem-solve
- Quick to adapt to new environment and tools, follows directions well, eager to learn and contribute

## **SELECTED FINE ART EXHIBITIONS/SHOWING**

- Painting featured on the front page in The Annex Gleaner, a Toronto newspaper, December 2007
- Guest artist and prize winner (2005, 2006) at the Massey Street Painting Festival 2005–2007, Massey, Ontario
- Solo painting show at the Earthworks Art Gallery & Studio, Penn Yan, New York. June 2005
- “Markit,” University of Toronto Thesis Art Exhibition, Toronto, April 2005
- Hart House Art Competition, The Justina M. Barnicke Gallery, Toronto, March 2005

## **AVAILABILITY**

November, 2010