

Production Experience:

Nov 2013 - April 2018 MPC Vancouver - Lead FX TD

Specializing in Pyrotechnic and hydro-based effects such as fire, smoke, explosions, dust, debris, water, splashes, blood, bubbles, etc. but also versed in stylized vfx as well. Duties as FX Lead include approving/supervising all FX-TD tasks on the floor, look developing, creating, troubleshooting and documenting rigs for team use, bid schedules, managing team workloads etc, work closely with lighting for proper hand-off of assets downstream, and tackling the more difficult shots for the show.

Software Used:

Houdini, Maya, proprietary MPC destruction tools, rendering in Katana/Renderman, all within the Linux environment. Also specialized in Scanline's Flowline software (proprietary water/volumes/particle solver), Nuke, RV, Photoshop, etc.

Delivered Projects include:

The Darkest Minds
Bond 24 / Spectre
Game of Thrones

A Wrinkle in Time
Sully - Miracle on the Hudson
Amazing Spiderman 2

Justice League
Edge of Tomorrow
Night at the Museum 3

July 2012 - Nov 2013 MPC Vancouver - FX TD

Man of Steel
The Lone Ranger
300: Rise of an Empire
Percy Jackson 2: Sea of Monsters

Nov 2011 - May 2012 Rainmaker Entertainment - Feature Film - Lead Effects Artist

Animated Feature Film: Escape From Planet Earth

- Specializing in pyrotechnic effects such as explosions, fire, smoke, debris, dust, destruction, etc. using Maya, Nuke, Linux

Apr 2011 - Oct 2011 Method Studios Vancouver - FX TD

- RnD, simulate and render a wide range of high-end destruction effects using Maya based particles, fluids, rigid/soft bodies, shaders, lighting, etc

Tools used: Linux, Maya (nCloth, fluids, nParticles, SOuP for Maya, Soft/Rigid bodies, Bullet RBDs, instancing particles, MEL/Particle Expressions, Vue, Nuke, Photoshop)

June 2008 - Apr 2011 Rainmaker Entertainment - Effects Supervisor / Lead Effects / Effects Artist

- RnD, simulate and render a wide range of high-end destruction effects using Maya based particles, fluids, rigid/soft bodies, shaders, lighting, etc
- Establish fx shot priorities and the tools required to complete the work on time, and adjust schedules where needed when priority changes arise
- Train and mentor new FX Artists into the department on the proprietary pipeline tools
- Test emerging fx technologies and work with Production Tech on integrating them into the proprietary pipeline

Tools used: Linux, Maya (Blastcode, nParticles, fluids, Soft/Rigid bodies, Bullet Dynamics, nCloth, instancing particles, MEL/Particle Expressions, Real Flow, Vue, Nuke, Shake, Photoshop, After Effects, Qube, Shotgun)

Over 14 projects delivered while at Rainmaker.

Oct 2006 - June 2008 Nerd Corps Entertainment - Lead VFX Artist / VFX Artist

CGI Series "League of Super Evil" and "Storm Hawks"

- Supervising and Approving all shots from the FX, Compositing and Rendering teams,
- Create and execute the work schedules for the fx, comp and rendering artists during episodic production
- Perform FX RnD using particles, rigid/soft bodies, shaders, etc, and completing the effects shots using SoftimageXSI

Production Experience (continued)

July 2005 - June 2006 Oration Studios - Feature Film "Barnyard the Movie"

Effects Artist

- Creating feature film quality, high-end effects simulations of dust, water, rain, grass, plants, milk, etc.
- Tools used: Softimage XSI and Digital Fusion.

Composer

- Compositing final shots, enhancing final lit shots, and adjusting 3d shot lighting where needed, using XSI and Digital Fusion.

Character Finaling Artist

- Preparing and delivering healthy shots for final lighting/rendering.
- Performing Character animation fixes, resolving character/prop penetration issues in shots, fixing cloth sim errors on characters in XSI.

Jan 2005 – June 2005 College of the North Atlantic - Animation Instructor

- Instructed and mentored 46 students in Animation, Life Drawing, 3D Post/Special Effects
- Software instructed: Maya, XSI and After Effects

July 2004 - Feb 2005 Think Visual / RayTV - Freelance Animator

- Created 3d/2d animated titles for various broadcast programmes.
- Highlights include Rugby Canada "Super League National Championship Game" and bumpers for The Pet Network
- Tools: Maya and After Effects

Apr 2003 – Oct 2003 CompuCollege / Atlantic Franchise Schools - 3D Animation Instructor

- Instructed and mentored students in effects, modeling and animation techniques using Maya
- Also consulted/developed the curriculum for the animation programme

Education

Aug 2000 – Apr 2002 2 year Diploma - Digital Animation from College of the North Atlantic

- Courses include Life drawing, 2d and 3d character animation, storyboarding and video/sound production
- Software used: Maya, 3D Studio Max, Photoshop, Adobe After Effects, Flash.

Sept 1999 – June 2000 1 Year Diploma at CompuCollege - Computer Service Technician Course

- Achieved Comptia A+ Certification

References

References available upon request