

APPLE INC. Feb 2017 – July 2017 SUNNYVALE, CA.
Lighting & Look Dev TD - Maya/ Vray/Nuke/ Substance Designer.
Worked on Apple products look development, creating high resolution 3d images for different marketing campaigns on Apple website, brochures, billboards and key note presentations.

FILMOGRAPH January 2017 ECHO PARK, CA.
Lighting & shading - Maya/ Arnold/Vray
Power Rangers Film Intro credits.
Worked as lighter & look Dev TD.

MOTOMO STUDIO Sept 2016 – Nov 2016 WEST LA, CA.
Lighting & shading - Maya/ Vray
GMC spots for 2016 Monday Night Football
Worked as lead lighter & look Dev TD.

PROLOGUE FILMS Sept 2014 – May 2016 VENICE, CA.

X-Men Apocalypse: Main Title.
Worked as Lead lighter & look Dev.

Marvel Studios: Logo Animation for Film.
Worked as Lead lighter & look Dev/ Animator.

Full Frontal with Samantha Bee: 2016 TV show opening.
CG Supervisor / Lighting lead.

Full Frontal with Samantha Bee: “The Wait is Over” - 2016 TV promotional spot.
CG Supervisor / Lighting lead.

Zoolander 2 : 2016 Movie
CG Supervisor / Lighting lead/Look Dev.
Worked on 2 full CG shots with live action plates.
Destiny: “The Sword” - Game Cinematic Trailer
CG Supervisor / Lighting lead.

Destiny: “The Taken King” - Game Cinematic Trailer
Worked as Lead lighter & look Dev.

Destiny: “House of Wolves” - Game Cinematic Trailer
Worked as lead lighter & look Dev.

Infiniti Q60 Concept car spot for Geneva 2015
Worked as lead lighter & look Dev.

Audi spots for 2015 Paris Auto show
Worked as lead lighter & look Dev.

ENCORE HOLLYWOOD Aug 2014 HOLLYWOOD, CA.
CG Generalist - 3DS Max/ Vray
The Flash - TV show
Worked as scene assembler, generalist.

MIND OVER EYE Nov 2013 – July 2014 EL SEGUNDO, CA.
CG Generalist - 3DS Max/ Vray

Dodge 2015 - Challenger & Charger – Debut Spots
Worked as automotive rendering specialist, modeler, lighter.

Ford Motors 2014 line up - Online campaign
Worked as automotive rendering specialist, modeler, lighter.

BIG BLOCK LA Oct 2013 – Nov 2013 SANTA MONICA, CA.
CG Generalist - 3DS Max/ Vray

Subaru WRX & VL9 2015 Debut Spot
Worked as a lighter developing the look of stylized shots and photoreal shots for a Subaru Spot.
Responsible for environment modeling, props and for scene assembly.
Assisted in data conversion from maya to 3ds max and geo retopo.

AYZENBERG ADVERTISING Jan 2013– March 2013 PASADENA, CA.
CG Lead/Generalist - Maya/3DS Max/ Vray/Renderman.

Infinite Crisis – Upcoming game trailer
Production pipeline supervision, lighting/Look Dev TD, lead character modeling TD, Texturing and shading.
Responsible for shot assembly, scene optimization and render passes setup.

RELEVANT VFX Sept - Nov 2012 SANTA MONICA, CA
3D Generalist - 3ds Max/ Vray
Hess Gas - Holidays collectible toys 2012 - Animated tv spot
Modeled Vehicles, environments, props, texture painting.
Responsible for shot assembly based on previs; including lighting, shading, animation, shot dressing,
& rendering.

AYZENBERG ADVERTISING July – Sept 2012 PASADENA, CA.
CG Lead/Generalist - Maya/3DS Max/ Vray.

Injustice: Gods among us. Trailer 2.
Lighting/Look Dev TD, lead character modeling TD, Texturing and shading.
Responsible for shot assembly, scene optimization and render passes setup.

ROYALE Jan 2012- April 2012 HOLLYWOOD, CA
3D Generalist - Maya /Zbrush/Vray
Hyundai Azera: Online interactive spot
Modeled Azera interior parts, engine bay, airbags, and undercarriage.
Modeled environment sets and props, texturing and shading.

RELEVANT VFX Sept – Nov 2011 SANTA MONICA, CA

3D Generalist - 3ds Max/ Vray

Hess Gas - Holiday collectible toy truck - Animated tv spot

Modeled environment sets for city and snow backgrounds in 3ds Max and Mudbox, as well as, props and vehicles.

Responsible for shot assembly based on previs; including lighting, shading, animation, shot dressing, & rendering.

ROYALE Aug- Sept 2011 HOLLYWOOD, CA

3D Generalist - Maya & 3ds Max/Vray Lighter

The Roast of Charlie Sheen - Comedy Central show

Environment modeling, texturing, Vray shading and Lighting.

IMAGINARY FORCES April- June 2011 HOLLYWOOD CA

3D Generalist - Maya & 3ds Max

Starhawk game trailer for E3 2011

Integrated FumeFX grids from 3ds Max into Maya scenes to create; bullet impacts, jet thrusters, muzzle flashes, explosions, smoke. Modeling, lighting, texturing and shading in Maya and mental ray.

Transformers 3 International trailers

Modeling, animation, lighting & shading, compositing. Animated TF3 logos for latest domestic and international movie trailers in different languages featuring participating movie theatres around the world.

SPEEDSHAPE February - March 2011 VENICE, CA

3D modeler/Vray lighter

- Modeling, TD: High resolution models for FOX MLB tv spot.
- Lighting & rendering TD.

ANGST VFX April 2010 LOS ANGELES, CA

3D Generalist - Freelance

- Worked on a 30 sec TV spot for "Clear Shampoo" featuring Maria Sharapova.
- Modeling, animation, lighting, texturing & rendering TD.

PETROL ADVERTISING Jan 2007 - Aug 2009 BURBANK, CA

CG Lead/Generalist.

- Production manager and coordinator. Supervising all aspects of CG production from conceptualization to final delivery.
- Modeling TD: High and low resolution modeling of characters, props, environments and vehicles.
- Lighting TD: Shading and lighting R&D, texture painting, scene setup, render passes, pre- compositing.
- Extensive knowledge of different renderers such as; Mental Ray, VRay, Brazil and Final Gather.
- Knowledge of Pipeline FX's Qube manager for network rendering.
- Trouble shooting of complex pipeline and software issues encountered by artists.
- Developed a standard system of organizing and file naming convention.