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SUMMARY OF QUALIFICATIONS

Senior Technical Artist / Look Development TD with 14+ years of experience across product visualization, automotive rendering, VFX, and real-time pipelines. Specialized in 3D asset preparation, geometry optimization, and performance-driven scene structuring for high-fidelity rendering workflows.

Extensive experience handling complex multi-part assemblies, developing efficient hierarchies, and maintaining visual accuracy across production pipelines. Strong background in Autodesk Maya, PBR material workflows. Proven ability to bridge artistic and technical requirements to deliver scalable, production-ready assets.

Strong understanding of structured asset pipelines, scalable scene assembly, and cross-team workflows for high-performance rendering and visualization systems. Familiarity with scripting for workflow automation (Python/MEL, AI-assisted)

TECHNICAL SKILLS

Rendering & Shading

Real-Time Rendering, Lighting, Shading, Look Development, shader workflows, Material Assignment.

3D Asset Preparation & Optimization

Geometry Cleanup, Polycount Reduction, Decimation, Tessellation Workflows, Scene Optimization, Hierarchy Structuring

Tools & Pipelines

Autodesk Maya, Unreal Engine 5, 3ds Max, ZBrush, Substance Designer, V-Ray, Arnold, Redshift.

EDUCATION **The Art Institute of California Los Angeles.** 2002 - 2005 Santa Monica. CA
Bachelor of Science: Media Arts and Animation

Gnomon School of Visual Effects

-Character Creation for Games.
-Digital Sculpting in Zbrush.

EXPERIENCE

OMNICOM PRODUCTION - Automotive Rendering
Senior Technical Artist / Lighting & LookDev TD

Prepared and optimized high-resolution automotive assets for rendering pipelines, ensuring efficient geometry, clean topology, and scalable scene structures

Developed **performance-driven lighting and shading workflows** while maintaining real-time and offline rendering requirements

Managed complex multi-part assemblies for automotive visualization, ensuring consistent naming conventions and clean hierarchy organization

Collaborated with cross-functional teams to maintain asset consistency across production pipelines

ZERO VFX

July – September 2023

Generalist / Lighting & shading TD - Maya/ Vray renderer

Contributed to lighting and look development across multiple feature film productions, delivering high-end VFX shots involving CG integration, set extensions, and photoreal environments.

Key contributions:

- Executed cinematic lighting and look development for shots integrating CG with live-action plates
- Developed photoreal materials, shading, and lighting setups to match on-set footage
- Supported scene layout, asset integration, and environment extensions
- Collaborated with VFX supervisors and cross-functional teams to ensure visual continuity and film-level quality

Trusted collaborator across multiple productions, consistently delivering high-quality, production-ready results under tight deadlines.

MATHEMATIC STUDIO

May 2023 - July 2023

Lighting & Look Dev TD - Maya/ Vray/Nuke

Led lighting and look development for a music video production featuring hip-hop artist Polo G, delivering stylized, cinematic visuals across multiple CG shots.

- Designed and executed lighting rigs for city environments, vehicles, and hero props
- Developed interactive and volumetric lighting setups to enhance mood, depth, and realism
- Conducted look development R&D to establish cohesive visual themes across all shots
- Collaborated closely with creative directors and production teams to achieve a consistent cinematic style

APPLE

Lighting & Look Dev TD - Maya/ Vray/Nuke/ Substance Designer.

2017 - 2023

Lighting and look development for high-end product visuals as part of Apple's Lava team, supporting global marketing campaigns and keynote presentations. Served as a trusted long-term freelance partner across multiple product cycles, delivering photoreal, production-ready visuals for high-visibility launches.

- Created photoreal, high-resolution renders for Apple product launches across web and presentation platforms
- Developed lighting and shading workflows to achieve precise material accuracy and premium visual quality
- Collaborated with cross-functional teams to ensure consistency with Apple's design and brand standards
- Delivered production-ready assets under tight timelines for high-visibility releases

Tools: Maya, V-Ray, Nuke, Substance Designer

LOGAN TV - **"PRODUCT RENDERING"**

Lighting & shading - Maya/ Vray

July 2019 - October 2019

Worked as lighter & look Dev TD for several product related advertising spots including SKll cosmetics, Samsung Galaxy Note and Apple Devices.

Selected work includes campaigns for:

- Apple devices
- Samsung Galaxy Note
- SK-II Cosmetics

Key contributions:

- Developed photoreal lighting and shading for product-focused commercial visuals
- Created high-resolution renders emphasizing material accuracy, reflections, and premium finish
- Collaborated with creative and production teams to achieve brand-aligned visual standards
- Delivered production-ready assets for advertising and marketing use

Contributed to visually polished product campaigns with a strong focus on realism and commercial appeal.

FILMOGRAPH

Lighting & shading TD - Maya/ Redshift renderer

September – November 2018

Contributed to lighting and look development for end title sequences on feature films including "Aquaman" and "Power Rangers," delivering stylized, cinematic visuals for high-profile studio productions.

- Designed and executed lighting setups for complex CG shots, enhancing mood, depth, and visual clarity
- Developed shaders and materials to achieve cohesive, high-quality look development across sequences
- Integrated FX simulations and volumetric lighting to support dynamic, visually rich compositions

PROLOGUE FILMS

CG Supervisor/ Lighting & Look Dev TD

September 2014 - May 2016

Led CG supervision, lighting, and look development across high-profile film, television, and AAA game marketing projects, delivering cinematic, production-ready visuals for major studios and brands.

Selected projects include:

- X-Men: Apocalypse – Main Title Sequence
- Marvel Studios – Logo Animation for Film
- Zoolander 2 – Feature Film (CG shots integrated with live-action)
- Destiny – Cinematic Trailers ("The Taken King," "House of Wolves," "The Sword")
- Full Frontal with Samantha Bee – Show Open & Promotional Content
- Infiniti Q60 Concept – Geneva Motor Show Campaign
- Audi Campaigns – Paris Auto Show

Key contributions:

- Supervised CG production, ensuring visual quality, consistency, and alignment with creative direction
- Led lighting and look development for cinematic sequences, trailers, and commercial content