

Objective:

To obtain a position as an Effects Artist or Technical Director for film, commercials, television or cinematics.

Work Experience:

Rhythm & Hues Studios

Junior FX TD

June 2012 – July 2012 | Los Angeles, California

FX Apprenticeship primarily using Houdini to work on shots from Life of Pi, The Seventh Son and Snow White and the Huntsmen in a simulated production environment. The pipelines and assets were live although the shots were simultaneously being completed by other artists in the studio for the actual productions. I had dailies with each show's respective FX Supervisors to monitor the progress I was making on my shots and I received a great deal of experience using Houdini and proprietary software in a large pipeline where project tracking and asset management are vital to success.

Side Effects Software Inc.

Houdini Artist / Technical Intern

January 2012 – April 2012 | Toronto, Canada

Created technically complex and visually stunning work to showcase Houdini 12's features and capabilities.

Helped to find and address issues and bugs with Houdini 12 beta software.

SCAD Group Inc.

Montgomery Hall Systems Administrator

May 2011 – Present | Savannah, Georgia

Provide system support for the students and faculty of SCAD's School of Film and Digital Media.

Monitor and maintain 800-node Maya, Renderman and Houdini render farm.

Perform hardware and software maintenance and on the spot troubleshooting.

Software Proficiencies:

Houdini, Mantra, Maya, Nuke, Adobe CS, Renderman

Programming Languages:

Python, C++, Bash, RSL, VEX, Hscript and experience creating GUI's with wxwidgets / wxpython.

Operating Systems:

Debian & Red Hat based Linux, Windows, OS X

Education:

Savannah College of Art and Design | Savannah, GA

BFA Visual Effects | August 2013

Orchard Park High School | Orchard Park, NY

Advanced NYS Regents Diploma with Honors | June 2007