

coordinating sequences to maintain consistency, but I tend to prefer focusing on shots and eschewing supervisory roles, as I enjoy the puzzle

While working at different studios I have been lucky enough to work with a number of talented artists who I have been privileged to learn from, and feel grateful to be able to pass that information along when the opportunity arises.

I have enjoyed being relied upon to be the artist that could be tossed a complex or rush shot, sure that I would be able to turn it around in

Working on future projects to find new puzzles to solve and new artists to collaborate with, is something that I truly look forward to.

The Mummy: Tomb of the Dragon Emperor

the time needed. RADIANT SUN STUDIOS (8/2024 - 2/2025) → SR. COMPOSITOR ₩izards: Beyond Waverly Place (s1:17 episodes) ● ENCORE VFX (9/2012 - 9/2023) SR. COMPOSITOR (Selected Projects out of 200+) Vegas (s1: 20 episodes) The Thundermans (s1-4:36 episodes) DC's Legends of Tomorrow (s2-3:18 episodes) ► Banshee (s1-2:10 episodes) The Newsroom (s2-3:6 episodes) Orange is the New Black (s2-4:12 episodes) Under the Dome (s1-3:20 episodes) Crazy Ex-Girlfriend (s0-4:35 episodes) Lab Rats (s2-4:22 episodes) Cop Shop ► N.C.I.S. (s11-13:15 episodes) **▶ Doom Patrol** (s1-4 : 40 episodes) Hawaii Five-O (s3-6:54 episodes) Supergirl (s1-6:80 episodes) Castle (s4-8:49 episodes) Riverdale (s1-6 : 22 episodes) N.C.I.S. New Orleans (s1-2:19 episodes) SEAL Team (s1-5: 60 episodes) Wonder Woman (for trailer) ► The Afterparty (s1-2:8 episodes) The Flash (s1-6:59 episodes) ► Villains of Valley View (s1-2:28 episodes) ► The Flight Attendant (s1-2:11 episodes) Sense8 (s1-2: 9 episodes) Titans (s1-2: 26 episodes) → Dead Boy Detectives (s1:8 episodes) ●LOOK EFFECTS (2/2010 - 9/2010) & (5/2011 - 5/2012) & (8/2012) COMPOSITOR and then SR. COMPOSITOR (Selected Projects out of 22) Lost (s6:10 episodes) Underworld Awakening Bones (s5-7:10 episodes) The Finder (s1 | 4 episodes) ➡ Black Swan New Girl (s1 | 2 episodes) Captain America: The First Avenger Alex Cross → The Muppets Life of Pi DIGITAL DOMAIN (6/2012 - 7/2012) → COMPOSITOR Skyy Vodka Commercial **● PIXOMONDO** (2/2011 - 5/2011) → COMPOSITOR → Terra Nova (pilot) Exit Strategy (pilot) Hawaii Five-O (s1:3 episodes) Outsourced (s1:1 episode) **SCOUNDREL** (9/2010 - 2/2011) → COMPOSITOR (Selected Projects) Larry Crowne • GRADIENT FX (9/2009 - 10/2009) → COMPOSITOR ► Cats & Dogs 2: The Revenge of Kitty Galore ● **DIGITAL DREAM** (2/2009 - 9/2009)

→ COMPOSITOR

COMPOSITOR

The Pacific (s1: 4 episodes)

The Golden Compass

RHYTHM & HUES (4/2007 - 9/2008)

Listing only Selected Projects for space, for full listing please check IMDB profile

EDUCATION

► Full Sail University (2004-2006)

□ Bachelor of Science

Class Salutatorian

SKILLS & SOFTWARE

Compositing

Nuke, Fusion, ICY, Shake

Roto/Keying, Set Extension, Paint/Cleanup, 3d Integration, Cleanplating

Tracking

→ Nuke, Mocha

Planer, Point, and 3D tracking

INDUSTRY PARTICIPATION

→ Visual Effects Society (2012-current)

Movie Commentary Podcast (2009-2015)

FriendsInYourHead.com

→ Occasional Guest discussing films

AWARDS CONTRIBUTED TO

▶ The Golden Compass (2008)

OSCAR | Best Achievement in Visual Effects

► BAFTA | Best Special Visual Effects

→ The Pacific (2010)

Emmy | Outstanding Special Visual Effects

VES | Outstanding Visual Effects

Life of Pi (2013)

Scar | Best Achievement in Visual Effects

BAFTA | Best Special Visual Effects

► VES | Outstanding Visual Effects

⇒ Banshee (2013)

Emmy | Outstanding Special Visual Effects

VES | Outstanding Supporting Visual Effects

→ The Flash (2015-2021)

Leo | Best Visual Effects in a Dramatic Series

Supergirl (2022)

Leo | Best Visual Effects in a Dramatic Series



→ Shot 24-25 (Wonder Woman) (Encore)

Shot Info (Project & Studio) and information on Role & Responsibilities

SET 01 → Shot 01-03 (The Muppets) (LookFX) Compositor (Responsible for recreation of Arches set to match to final season opening sequence & Sign, integration of all Muppet actors into shot.) · · · · · · · · BREAKDOWN · · SET 02 → Shot 04-09 (Dead Boy Detectives) (Encore) ► Compositor (Worked to determine look of Mushroom & Glow, as well as some paint and retime work, then integration into final shots.) SET 03 → Shot 10-13 (The Golden Compass) (Rhythm & Hues) Lack Compositor (Responsible for integration of elements provided by other studios (Sky & BG, Flying Witches), integration of all Daemon (animal) death FX.) SET 04 → Shot 14 (Banshee) (Encore) Compositor (Assisting final composite with removal of on set tracking and guide objects, as well as initial passes as integration of 3d elements.) SET 05 → Shot 15 (Under the Dome) (Encore) Compositor (Assisting in integration of various 3d effects into shot; Dome line and damage and Truck impact.) SET 06 → Shot 16 (Vegas) (Encore) Lead Compositor (Responsible for refining and developing look of Freemont Street set throughout season. Integration of 3d set extension for daytime Freemont scenes.) ·····BREAKDOWN····· SET 07 → Shot 17-18 (Doom Patrol) (Encore) Senior Compositor (Integration of two 2D extra heads onto body (for a total of three)) → Shot 19 (Under the Dome) (Encore) ► Senior Compositor (Responsible for full integration & rework of practical photography with full 3d BG set.) · · · BREAKDOWN SET 08 → Shot 20 (Black Swan) (LookFX) Compositor (Integrate on set prosthetic to make it look and feel real, while enhancing with 2d effects.) → Shot 21 (Black Swan) (LookFX) Compositor (Assist in final composite by removal of on set equipment and adjustments to set, addition of audience, and contributed to the integration of wing elements.) ·BREAKDOWN SET 09 → Shot 22-23 (Wonder Woman) (Encore) Senior Compositor (Responsible for quick turn-around for a trailer screening, removal of extra prop/safety elements from shield.)

Senior Compositor (Responsible for quick turn-around for a trailer screening, extending practical set to replace greenscreen elements.)