



CG Artist

Work Experiences

Wildbrain - Lighting and Compositing Artist

Mar 2023 - Present

- Responsible for lighting and compositing assigned shots within strict time schedule
- Communicated between Shot Finalist and Animation team to fix any continuity.

ReelFX- Lighting and Compositing Artist

Oct 2022 - Mar 2023

- Responsible for lighting and compositing assigned shots within strict time schedule
- Communicated between Shot Finalist and Animation team to fix any continuity.

VCAD - Advanced Lighting and Texturing Instructor

April 2022 - Dec 2022

- Responsible for teaching students techniques about lighting and texturing
- Making sure that students have the resources and the knowledge to do their homework.

Atomic Cartoons - Lighting and Compositing Artist

April 2021 - Oct 2022

- Responsible for lighting and compositing assigned shots within strict time schedule
- Communicated between Shot Finalist and Animation team to fix any continuity.

ICON Creative Studios- Lighting and Compositing Artist

Nov 2019 - June 2020

- Responsible for lighting and compositing assigned shots within strict time schedule
- Communicated between Shot Finalist and Animation team to fix any continuity.

Education

School of Visual Arts

Aug 2015 - May 2019

Bachelor of Fine Arts in Computer Animation and Special Effects

Vancouver Film School

Game Design Program - Focus in Programming/Rigging

October 2020 - April 2021

Skills

Programs

Maya	Nuke
Substance Painter	Mari
Substance Designer	Katana
ZBrush	Marvelous Designer
Arnold	XGen
Redshift	Shotgun
Unreal Engine	VRay
Marmoset Toolbag	Adobe Creative Suite

OS:

Windows, Mac, and Linux

Code Language:

C# and Python