

## Experience-

### Image Engine

Sept. 2011-present

Modeling and Texture Painting (*Senior*)  
*Creature, Hard Surface and Environment*  
Concept Art

***R.I.P.D.***

***BAJA DUNES***

***SAFE HOUSE***

Commercial Project

### Lucasfilm Animation Singapore // ILM Singapore

2010-2011

Modeling, Texture Painting and Pipeline Trainer

### Industrial Light & Magic - San Francisco, CA

2008-present

Modeling and Texture Painting  
Creature, Hard Surface and Environment

***RED TAILS***

***TRANSFORMERS: DARK OF THE MOON***

***RANGO***

***TRANSFORMERS: REVENGE OF THE FALLEN***

### The Orphanage - San Francisco, CA

2008

Lighting, Texturing, Look Dev for Disney commercials

### Beau Studio - Culver City, CA

2008

Texture Painting and Modeling for Sobe commercial  
Matte Painting  
Creature Look Dev - Modeling, Texturing, Shading

### Gentle Giant Studios - Burbank, CA

2008

Digital sculpting and Texturing for ThunderCats film

### SeventhStreet - Birmingham, MI

2004-2008

Graphic Design and Retouching

## Education-

### Gnomon School of Visual Effects - Hollywood, CA

2006-2008

Two-year Certificate Program in film and CG

## Skills-

Proficient in Mari, ZBrush, Photoshop, Maya, mental ray, Linux, Windows  
Familiar with BodyPaint 3D, Shake, After Effects