



Objective

I would like to acquire a position in compositing for film, television or games.

Education

Savannah College of Art and Design (SCAD), Savannah, GA
Bachelor of Fine Arts, Visual Effects, May 2008

Professional Experience

July 2010 - August 2010

Compositor, Scoundrel VFX, Santa Monica, CA

Currently working as a compositor on *Piranha 3D*.

February 2010 - July 2010

Compositor, Pixel Magic, Toluca Lake, CA

Worked as a compositor on *The Secretariat* and *Vampires Suck*. *Vampires Suck* was mostly green/blue screen work.

The Secretariat was mostly set cleanup, crowd multiplication and greenscreen work.

October 2008-October 2009

Compositor, Digital Dream VFX, Los Angeles, CA

Worked on HBO's *The Pacific*. Compositing practical and 3D elements, pulled green and blue screens, some roto and paint. I worked as the compositor on over 60 shots.

Professional Skills

Computer Software

Specialize in Shake, Maya, Adobe Photoshop

Familiar with Nuke, Motor, Finalcut Pro, Adobe Suite & After Effects, HDR Shop, Realviz Matchmover & Stitcher, BodyPaint 3D, and Silhouette.

Computer OS

Linux, Mac, and Windows

Achievements

Dean's List - Fall 2004, Spring 2006

Academic Scholarship Award, SCAD, 2004-2008

Interests

Photography, biking, cooking, movies, games, and puppies.

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