

I am a technical director, FX artist, 3D generalist, and a Filmmaker. I specialize in creating simulations that involve particles, liquids, fire and smoke, as well as other more abstract procedural systems. I have experience working on commercial, episodic, and brand projects, and I am familiar with advanced VFX pipelines as well as running smaller teams and wearing multiple hats as a generalist.

FX Technical Director | Framestore | 2022 - 2026

- Designed and Executed procedural fx systems in Houdini involving particles, fire and smoke, and water for flagship episodic content
- Oversaw the bidding and execution of Crowd systems for multiple Superbowl ads
- Advised VFX Supervisors on FX workflows

Clients - Netflix One Piece Live Action, Netflix, Avatar the Last Air Bender Live Action, Apple TV Invasion, Pepsi, Budweiser, Walmart, Capital One, US Marines, Xfinity, Rakuten

Skills - Houdini, Arnold, Nuke, Shotgrid, Linux

Freelance 3D Artist | Method, Imaginary Forces, Thornberg and Forester, Hero4Hire | 2021 - 2022

- Advised clients on different methods for implementing Houdini into their workflow with no disruption to their normal pipeline
- Designed and Animated various projects with Houdini and Cinema 4D.

Clients - History Channel, Rozam Media, Magic The Gathering, Google, ESRI

Skills - Houdini, Cinema 4D, Redshift, Octane, After Effects

3D Technical Director | BigStar Motion Design | 2016 - 2021

- Led 3D jobs from start to finish. Designed and animated with Cinema 4D. Texturing lighting, and rendering with Redshift and Octane.
- Designed particle, pyro, and liquid systems with Houdini.
- Managed complicated pipelines ranging from multi-shot projects to multi-episode projects.
- Advanced the skills of my team members through live demos and one on one teaching.
- Facilitated and answered all technical related questions from managers and other team members.

Clients - HBO, History Channel, FX, Left Right, SYFY, Riot Games, AMC, One Show

Skills - Houdini, Cinema 4D, Redshift, Octane, After Effects, Deadline

VFX Artist | Steven Sebring Studio | 2015

- Stabilized footage and used Twixtor to match client edits.
- Rotoscoped footage to remove set pieces in photoshop and after effects.
- Media managed large quantities of 5K footage

Clients - Showtime, Joe Fresh, and M.A.C Cosmetics

Skills - After Effects Masking, Tracking, Stabilizing, Time Remapping, Rotoscoping, Media Transcoding

Motion Graphics Intern | Gingersnap NYC | 2013 - 2014

- Worked in tandem with the director and editor to conceptualize, execute and deliver customized graphics.

Clients - Grey Advertising, Pantene Pro-V, Make-A-Wish Foundation, NYWIFT

Skills - Modeling, Rigging, Lighting, & Animation with final compositing in After Effects.

BFA in Film and Video from Pratt Institute 2014