

## Work Experience

Dec 2018 - Present  
**Atomic Cartoons**

### **CG Generalist**

- Rigging 3D assets to be animated in Harmony
- Modelling and Texturing of assets with Substance and Maya
- Lighting and Rendering set up for Shots/props for Renderman

Jan 2018 - Nov 2018  
**Arcana Studios Inc.**

### **Rendering TD**

- AOV setup and file prep for rendering in Maya and Arnold
- Troubleshooting issues in scene files if occurs
- Management of jobs rendering on the render farm

July 2017 - Sept 2017  
**Hart Tipton Construction**

### **Rendering Artist**

Conducting look development for rendering with V-Ray  
 Lighting and modifying architectural models in SketchUp as needed  
 Preparing renders for presentation and web use.

## Education

### **The Art Institute of Vancouver**

2013 - 2017 Diploma  
 3D Modeling for Animation  
 and Games Program

### **Simon Fraser University**

2008 - 2013 Bachelor of Arts  
 Double concentration in Media Arts  
 and Graphic Design

## Skills

**Modeling** Maya  
 3D model and parts  
 for production & print  
**Solid Works (CAD)**

**Texturing/Sculpting** Mari  
 Mudbox  
 Zbrush  
 Substance Painter

**Compositing** Nuke  
 After Effects

**Design** Photoshop  
 Artwork for print  
 and digital formats  
 Illustrator