

EXPERIENCE

ENCORE VFX - VANCOUVER - FX TD (November 2018 - Present)

- responsible for fluid, rbd, dust, smoke and particle effects in Houdini

IMAGE ENGINE - VANCOUVER - FX TD (August 2017 - August 2018)

- responsible for fluid, rbd, dust, smoke and particle effects in Houdini

INDUSTRIAL LIGHT & MAGIC - VANCOUVER - FX TD (February 2017 - July 2017)

- responsible for creating explosions, fire, smoke and particle effects in Houdini

IMAGE ENGINE - VANCOUVER - FX TD (September 2016 - January 2017)

- responsible for creating blood, dust, smoke and particle effects in Houdini

DOUBLE NEGATIVE - VANCOUVER - FX TD (September 2015 - July 2016)

- responsible for creating smoke and particle effects in Houdini
- look dev and setup for specific effects utilizing proprietary tools and Houdini

MPC - VANCOUVER - FX TD (April 2015 - September 2015)

- responsible for creating smoke particle effects in Maya and Houdini
- creating specific rigid body dynamic elements with proprietary tools

HYDRAULX - LOS ANGELES - FX TD (April 2014 - April 2015)

- responsible for creating particle based effects using Houdini, 3DS Max, Maya
- creating smoke, fire, and fluid simulations using FumeFX and Houdini
- rendering effects utilizing Krakatoa, Final Render, Mantra, and Mental Ray renderers

MPC - VANCOUVER - FX TD (November 2013 - March 2014)

- responsible for creating particle effects in Maya and rendered in PRMan
- creating specific rigid body dynamic elements with proprietary tools

HYDRAULX - LOS ANGELES - FX TD (September 2012 - September 2013)

- responsible for creating particle based effects using 3DS Max and Maya
- creating smoke, fire, and fluid simulations using FumeFX, Reelflow, and Naiad

SKILLS

- Houdini - 3DS Max - Maya - Cinema4D - Nuke
- FumeFX - Krakatoa - Reelflow - Naiad
- Python - VEX - MEL - Maxscript

EDUCATION

The Art Institutes International Minnesota (Graduated September 2009)
Bachelor of Science in Media Arts and Animation