

PROFILE Houdini Effects Artist/TD specializing in tool building, volumetric and fluid effects.

SOFTWARE Houdini, Nuke and Maya.

LANGUAGES Python, Hscript, Bash, HDK and C++.

EXPERIENCE Production

Framestore
Culver City, CA
03/2017 - Present, Freelance FX Artist
CBS - Star Trek Discovery
Los Angeles, CA
09/2016 - 02/2017, Staff FX Artist
MPC
Santa Monica, CA
09/2014 - 02/2015, Freelance FX Artist
02/2015 - 09/2016, Staff FX Artist

Internship

MPC
Santa Monica, CA
05/2014 - 09/2014, FX Intern
SideFX Software
Santa Monica, CA
01/2014 - 07/2014, visual effects intern
Savannah Ocean Exchange
Savannah, GA
07/2013 - 10/2013, visual effects for short films

Collaboration

"In Aeternam", Senior Film, Savannah College of Art and Design,
Savannah GA
06/2012, effects lead, shading, lighting, compositing,
responsible for effects on 15+ shots

HONORS Co-Recipient of Best Visual Effects Scademy Award for In Aeternam,
Savannah College of Art and Design, Savannah, GA
Savannah College of Art & Design Magna Cum-Laude with a B.F.A. in Visual Effects
Member of Phi Theta Kappa since 2007 and SCAD Honors Scholarship

EDUCATION Savannah College of Art & Design - Savannah, GA, 09/2011 - 06/2013, M.F.A.
Majoring in Visual Effects.
Savannah College of Art & Design - Savannah, GA, 09/2008 - 05/2011, B.F.A.
Majored in Visual Effects and Minor in Animation and Technical Direction.