

Fx Technical Director / Fx Animation / Tool Development

With close to 9 years of production experience in visual effects, I've worked on a number of projects including 3 full animated feature films, 4 animated shorts, 5 live action films, a theme park movie ride and over 50 commercials. My primary area of focus has been effects animation, including particles, fluids, pyro, flip, destruction, cloth, fur and mel and python scripting. I know how to work under extreme deadlines and can handle large volumes of work. I develop fx systems that are light and efficient allowing for fast turnarounds and multiple iterations to get feedback and buyoffs quickly. I'm proficient in both Houdini and Maya and a quick study on new techniques and adaptable to new workflows. I have a strong work ethic, learn and adapt on the fly and always excited for a new challenge. I enjoy fx look development, troubleshooting, pipelining tools and developing customized fx setups.

Experience

- Sony Imageworks** – Senior Fx Technical Director **2015 - Present/2012 - 2013/2009**
Film: Hotel Transylvania 2, Edge of Tomorrow, Popeye Animation Test, Cloudy With A Chance Of Meatballs 2, Hotel Transylvania, G-Force
- Psyop/MassMarket** – Senior Fx Technical Director **2014/2008 - 2011**
Commercial: Clash of Clans, Samsung, Hershey, Old Navy, Energy Right, Honda, Twinings, Vitamin Water, Disney, Schweppes, Nissan, Carl's Jr, Nescafé, Spring Valley, Air Force, NBA2K10, Norton, Lexus, Molsen, Cars.com, Kool-aid, Coke
- Bad Robot Productions** – Senior Fx Technical Director/Tool Dev/Pipeline **2014**
Film Ride: Star Trek Themed Movie Ride
- Wolf & Crow** – Fx Technical Director **2011**
Animated Short: Love in the Time of Advertising
- Sad Flutes Limited/Photon** – Fx Animator **2008**
Film: The Warrior's Way
- Blacklist** – Fx Animator **2008**
Commercial: Tiger Beer
- The Famous Group** – Fx Animator **2008**
Commercial: Shop Style – Habit
- Ring of Fire Studios** – Fx Animator/Tool Dev **2007 - 2008**
Film: The Bucket List, Hit and Run
Commercials: Bayer, GM, Build A Bear, Chesapeake Energy, UPS, Bud Light, Harvest, Motorola, Valvoline Maxlife, Cranium, Petco, Mercedes, Hormel, Yahoo, SNWA, Target-Archer Farms

Education

- Gnomon School of Visual Effects** **2005 - 2007**
Certificate in High-End Computer Graphics - with a focus on fx
- Macomb Community College** **2002 - 2005**
Associate Degree in Digital Video
Associate Degree in 3D Animation

Software

Houdini, Maya/MEL, Python, Real Flow, Massive, Katana, Arnold, Mental Ray, Renderman, Unity, Unreal, Nuke, After Effects, Photoshop, Illustrator, Dreamweaver, Rush, Cubel, Smedge, Linux, Windows

SHOT BREAKDOWN**Cloudy With A Chance Of Meatballs 2**

- Tacodile fillings: lettuce, tomatoes, meat, cheese and sour cream [Houdini/rbd/cloth/pops/dops]
- Ripping vines and destruction [Houdini/dops/wires]
- Plant animated textures [Houdini]
- Env fog and crystal glows [Houdini]
- Boat Simulation (ext and int): cables, nets, tires, chains, flags, ropes, ect [Houdini]
- Waterfall and coconut milk rapids [Houdini/flip]
- Hanging wires and monitors [Houdini/wires]
- Lab water simulation with post ripple interactions[Houdini/flip]

Hotel Transylvania

- Bat embers and smoke [Houdini]
- Leaves, dust and debris [Houdini]
- Drac smoke [Houdini]

G-Force

- Water surface/ripples [Maya/Houdini]
- Character water drops/interaction [Maya particle system/Houdini]
- Spark effects [Maya particle system]
- Atmosphere effects [Maya particle system]
- Wires [Maya PFX]

Coke “Happyfication”

- Character cloth simulation/Cloth pipeline [Maya nCloth]
- Character fur simulation/Fur pipeline [Maya fur]
- Dandelion effects [Maya particle system/fur]
- Bottle condensation [Maya particle system]
- Confetti effects [Maya particle system]
- Spinning sparklers [Maya particle system]

Kool Aid “Purple”

- Tablet bubbles/trails [Maya particle system]
- Tablet fluid trails [Maya fluids]
- Character transformation bubbles [Maya particle system]
- Lava Bubbles [Maya particle system]
- Volcano lava flow [Maya particle system meshed]

Kool Aid “Yellow”

- Tablet bubbles/trails [Maya particle system]
- Tablet fluid trails [Maya fluids]
- Cannon bubble character trails[Maya particle system]

SHOT BREAKDOWN (CONT.)**Kool Aid “Red”**

- Tablet bubbles/trails [Maya particle system]
- Tablet fluid trail [Maya fluids]
- Clam bubble trails [Maya particle system]
- Vacuum bubble trails [Maya particle system]
- Submarine exhaust fluids [Maya particle system/fluids]

Coke “Heist”

- Environmental and interactive dust/pollen effects [Maya particle system]
- Character fur simulation/Fur pipeline [Maya fur]
- Coke bottle water droplets [Maya particle system]
- Dandelion effects [Maya particle system]

NBA2K10 “Take Over”

- Cloth simulation/Cloth pipeline [Maya nCloth]
- Stadium crowd simulation [Maya particle system]

Energy Right TVA: “Vacuum”

- Money trails [Maya particle system]

Nissan “Weather”

- Hail effects [Maya particle system]
- Lightning rig [Maya PFX]
- Clouds [Maya fluids]
- Rock debris [Maya particle system]
- Car tire debris/spray [Maya particle system]

Cars.com “Tornado”

- Tornado rig [Maya particle system/fluids]
- Debris [Maya particle system]

Disney “Small World”

- Boat wake/trails [Maya particle system]
- Boat sail/flags simulation [Maya nCloth]
- Christmas lights reveal effects [Maya particle system]
- Snow/magic effects [Maya particle system]

Air Force “Space Command”

- Space debris [Maya particle system]
- Exhaust/thrusters [Maya particle system]