



SENIOR CROWD TD

MPC

2019 – 2019

Populated and choreographed scenes with digital characters
Wrote expressions to control crowds
Procedural and dynamic crowd simulation
Troubleshooting broken crowd caches within the pipeline
Created a crowd template to be used in multiple shots
Developed a procedural clip blending tool

CREATURE FX TD

One Of Us

2018 – 2019

Created set ups for digital hair and fur
Simulated hair, fur, and cloth on digital creatures
Shot sculpting to correct bad mesh deformations
Test renders of cfx for troubleshooting problems
Developed tools and techniques for the department
Assisted other disciplines (lighting, fx) as required

TECHNICAL

DIRECTOR - CFX, FX

Framestore

2017 – 2018

Delivered a range of creature fx and fx for film, tv, commercials and immersive experiences
Simulated hair, muscle and cloth for digital characters
Houdini FX for realtime VR (Unreal Engine)
Developed artificial intelligence for crowd simulations
Investigated muscle workflows in Houdini to integrate into a new pipeline
Mentored junior artists

GAME DEVELOPER

Independent

2016 – 2017

Developed experiences for the HTC Vive and Oculus Rift
Created all visual elements and gameplay mechanics
Programmed interactivity with mouse and controllers
C# scripting (Unity)
Publishing and version control

MOTION EDITOR

Imaginarium Studios

2015 – 2016

Optimized digital sets for realtime previz capture
Animated virtual cameras
Facial and body motion editing/animation
Quality control and continuity management
Unity consulting
Tool development for MotionBuilder and Maya
Organized, delegated and executed revisions across sequences

SOFTWARE



HOUDINI



MAYA



NUKE



UNITY



PHOTOSHOP



MOTIONBUILDER

SKILLS

VR
Python, MEL, C#
Photography
Photogrammetry
Compositing
Animation
Linux

EDUCATION

Vancouver Film School

3D Animation and Visual Effects
Diploma with honours

Art Institute of Pittsburgh

Media Arts and Animation
BSc with honours

ABOUT ME

I love being at the forefront of technology and am always keen to push the boundaries, creating something that's never been done before. In my spare time I enjoy VR (both playing and developing), traveling, photography, and constantly learning.

**MOTION EDITOR
ROTO ARTIST**

Weta Digital
2009 – 2014

Integrated motion elements into shots/3d environments
Facial and body animation for heroes and crowd
Separated (rotoscoped) components of a shot (including hair cloth and natural elements) in mono and stereo
Green screen extraction + tracking
Created Nuke training and taught colleagues how to integrate characters into a shot
Prototyped a tool to export splines from Silhouette to Nuke
Assembled 3d files for other artists to work from
Reference camera operator and mocap extra

FX ARTIST

Rainmaker
Entertainment
2008 – 2009

Created digital explosions, fire, water, smoke, destruction
Modelled, textured, lit, rigged, rendered and composited effects
Look development/concepts for various effects
Colour corrected sequences
Built fx rigs and tools

MOCAP ARTIST

Cinemanix
Productions
2006 – 2007

Partnered with the supervisor to develop and streamline the motion capture pipeline
Investigated new workflows and wrote scripts to automate the rigging process
Calibrated the stage/cameras
Operated on-stage capture sessions
Retargeted, solved and edited mocap data

VOLUNTEER WORK

Pixelcorps

Junior artisan, 2006

Worked with a team to produce a Mars settlement visualisation for broadcast television

Vancouver Film School

Lab Mentor, 2008-2009

Assisted students one night a week with various problems, and offered suggestions on how to improve the quality of their student reels.