**Objective** To provide superior visual effects, using my experience and education,

while continuously learning and improving my skills.

**Employment 07/13 - Present Artifex Studios Vancouver, B.C.**

**Senior Compositor**

* Composited 3D and 2D elements for multiple shows including “Almost Human”and “Continuum”.

**10/11 – 04/13 Rhythm & Hues Vancouver, B.C.**

**Lead Compositor**

* Composited 3D and 2D elements for the feature film “Percy Jackson: Sea of Monsters”. Lead a team of 9 compositors, assigned shots, ran team dailies, responsible for setting up default templates and helped with problem solving technical issues.

**Senior Compositor**

* Composited 3D and 2D elementsfor the following feature films “Snow

White and the Huntsman”.

**09/11 - 10/11 Gener8 Vancouver, B.C.**

**Senior Stereo Compositor**

* Composited 2D to 3D conversion for the feature film “Ghost Rider: Spirit of Vengeance”.

**06/11 - 07/11 Goldtooth Creative Vancouver, B.C.**

**Senior Compositor**

• Composited 3D and 2D elements for high end video game cinematics.

**02/11 - 05/11 Rising Sun Pictures Adelaide, Australia**

**Senior Compositor**

* Composited 3D and 2D elements for the feature film “Harry Potter and the Deathly Hallows pt.2”.

**03/10 - 02/11 Zoic Studios Vancouver, B.C.**

**Senior Compositor**

* Composited 3D and 2D elements for multiple feature projects including “RED”, “Limitless” and “Red Riding Hood”.

**06/08 - 10/09 CIS Vancouver Vancouver, B.C.**

**Compositor**

* Composited 3D and 2D elements for multiple feature projects including: “Invictus”, “Twilight” and “Aliens in the Attic”.

**07/06 - 05/08 Supernatural Films Burnaby, B.C.**

**Compositor**

* Composited 3D and 2D elements for the show “Supernatural”.

**06/03 - 08/04 & 04/06-07/06 Bardel Entertainment Vancouver, B.C.**

**Compositor**

* Composited 3D and 2D elements for multiple shows including: “Silverwing”, “Dragons: Fire and Ice”, “Dragons: Metal Ages”, and “Viva Pinata”.

**04/06 – 09/06 AI Burnaby Burnaby, B.C.**

**Instructor**

* Teaching compositing and Visual Effects techniques like 3D and 2D tracking and keying.

**10/04 - 03/06 Stargate Digital Vancouver, B.C.**

**Compositor**

* Composited 3D and 2D elements for multiple shows including “Supernatural”, “Into the West”, “Earthsea”, “Deadzone” and “Killer Instinct”.

**Education 2001-2002 AI Centre for Digital Imaging & Sound Vancouver, B.C.**

Visual Effects Digital Animation Masters (VEDAM)

**Software** Nuke, Shake, After Effects, Elastic Reality and Boujou