

Visual Effects Lighting Demo Reel Breakdown 0220

"Alita: Battle Angel", Weta Digital (2018)
Senior Lighting TD; [Katana & Manuka software]

"Justice League", Scanline VFX (2017)
VFX Crew; [3ds Max, V-Ray software]

"Teenage Mutant Ninja Turtles", ILM (2016)
Lighting TD; [Katana & Renderman software]

"Power Rangers", Digital Domain (2016)
Digital Artist; [Maya, V-Ray & Nuke software]

"Ant-Man", Method Studios (2015)
Lighting of Ant-Man & The Wasp; [Maya & V-Ray software]

"Something Wicked", Engine Room (2011)
Modeled, lit & animated SUV/train collision; [Maya & mental ray software]

"Green Lantern", Sony Imageworks (2011)
Lighting of Parallax and effects elements; [Katana, Arnold renderer, Nuke compositing]

"Black Swan", Look FX (2010), CGI Lighting Artist
Develop and light feather bumps on Natalie Portman; [Maya & mental ray software]

"Iron Man 2", Pixomondo (2010), CGI Lighting Artist
Lighting Iron Man suit; [3DS Max & mental ray software]

"GI Joe: The Rise of Cobra", Frantic Films (2009), Lighting TD; Texture painting and lighting of Nightraven airplane; [3DS Max & V-Ray software]

"Charlie Wilson's War", Whodoo EFX (2007), Lighting TD; Look development and lighting of Hind helicopters; [Maya, Renderman & Shake software]

"Looney Tunes: Back in Action", Hydraulx (2003), Lighting Supervisor
Spy Car sequence; [Maya & mental ray software]

"Windtalkers", Cinesite, (2002), Lead TD; Look development and lighting of planes (Hellcats); [Maya, MTOR (Slim), & Renderman]

"Red Planet", Cinesite (2000), CGI Lighter; Lighting of AMEE Robot
[Maya, MTOR, & Renderman software]

"Thirteen Days", Cinesite (2000), CGI Lighter; Lighting of Airplanes
[Maya, MTOR, & Renderman software]