

Experience

08 to 08 -Lighting + Texturing for Target "satisfaction" commercial - at Radium
 08 to 08 -Rigging + Animation + Modeling + VFX + Lighting at ZoicStudios LA
 08 to 08 -Animation + Lighting - for GMC "Bridge Timelapse" at Radium.com
 07 to 07 -MoCap + Rigging/Animation + Shading - for Prada "Trembling Blossoms" - at SightEffects
 07 to 07 -Particle/Fluids + Blastcode - VFX - for Konami - "MetalGearSolid 4" intro sequences - at LOGAN
 07 to 07 -Animation + Lighting - for Ryobi/Home Depot commercial - at Radium.com
 07 to 07 -nChoth + Animation + Texturing + Lighting for - TacoBell Cheesey Burrito commercial - at Radium
 06 to 06 -Quadruped Rigging + Animation at Radium - for "Burger King Squirrel Attack" - at Radium
 06 to 06 -3D Tracking + texturing + lighting + VFX for "Numb3rs - Ep 309" - at Satlmine.tv
 06 to 06 -3D artist - Picture Mill - 3D Tracking + Modeling + Animation + Lighting - "A Night at the Museum"
 06 to 06 -VFX TD - Warner Brothers Feature Animation
 VFX + Lighting on "Astronaut Farmer" + "Invaders" + "Il Mare" - M.P.S.C. Union Local 839
 05 to 05 -Layout/PreViz + MoCap - LightStorm En. /CrackCreative - Avatar - "Viper Wolf Seq"
 ~Modeling + Animation + Rigging + MoCap integration\ Virtual Camera Operator - Project880
 04 to 05 -3d/VFX artist - Pacific Title & Art Studio
 "FantasticFour", "FlightPlan", "XXX2", "Mask II", "AeonFlux", "Chronicles of Riddick", "AMC"
 ~Modeling + Animation + Fluid/Particle Effects + Texturing/Shading + Lighting
 04 to 04 -Pre-Viz + Layout Artist - CrackCreative
 Production Visualization on "Day After Tomorrow" ~ Modeling + Rigging/Animation + Layout
 03 to 03 -Technical Director - Warner Brothers Feature Animation - "Back In Action"
 a Looney Tunes Feature responsible for prop Modeling +Rigging, + Animation,
 ~Textures/Shader + Dynamic Effects + Final Lighting + Prelim Compositing
 02 to 03 -3D/VFX artist - Stargate Films - Lead CG Artist
 Responsible for every phase of production. Feature/TV credits include- "Helen of Troy",
 "Twilight Zone", "E.R.", "CSI-Miami", "Fastlane", "Charles Angels", "CSI" - Animation + VFX
 02 to 02 -VFX CG artist - Neo Art & Logic ~ Animation, Compositing, + VFX
 On "Halloween8", "Dracula 2000", and "Hansel and Gretle"
 01 to 02 -3D/2D VFX artist - StargateFilms - Lead CG Artist
 Modeling, Rigging, Animation + VFX - Feature/TV credits include-"Fastlane" + "Carrie" + "CSI"
 01 to 01 -Technical Director - Warner Brothers Feature Animation - M.P.S.C. Union Local 839
 "8 Crazy Nights" - Character Rigging + Animation of BG Characters
 99 to 99 -T.D. / Animator - Paramount Pictures / South Park Feature
 Technical Direction, Animation + Compositing on "South Park - bigger, longer and uncut"
 ~Modeling.Rigging, and Animation in Alias PowerAnimator, Comp in Alias Composer
 97 to 98 -CG Artist - Dreamquest Images
 Compositing for "Deep Rising", "Kundun", "Mighty Joe Young" + "Jungle to Jungle"
 95 to 96 -VFX animator - Available Light Ltd ~Hand drawn special effects animation, rotoscoping,
 and digital effects on "Bordello of Blood" + "Escape from L.A." + "the Craft" + "the Arrival"
 93 to 93 -Activision - 3D Animator for "MechWarrior II - the Clans "

Education--

05 Gnomon school of visual effects
 Various Maya courses- Dynamic Effects, Modeling, Lighting, Rendering
 93 CALARTS California Institute of the Arts- B.A. in Character Animation
 Teachers aid for Alias+Wavefront IRIS lab - minor in world music
 89 Palomar College - Art+ Design+ illustration

Skills--

Maya Modleing+Texturing/Shading+Rigging+Animation+Dynamics+Lighting
Z-Brush 3.0 - Modeling+Displacement mapping+Texturing- MudBox 1.0
MotionBuilder7.5, in depth knowledge of Charactor Setup + Animation + Mocap intigration
Mental Ray,Glu3D, Sylflex, RealFlow, Stroika, Shave, RenderMan , BlastCode
 Alias PowerAnimator8.5, MatchMove, 3D Equalizer, Boujou4, Max8, Z-paint, DeepPaint
 Shake 3.5, AfterEffects, Combustion, BodyPaint,PhotoShop, Composer, Elastic Reality
 Character Design, Storyboard, Scene Layout, hand drawn Character + Effects Animation

Organizations--

Siggraph, LAMRUG, CG-Society, Sangeet, TerraByte.la, M.P.S.C. Union Local839

Recommendations--

Dariush Derakhshani - Creative Director - Radium (310) 656-0156
 Dave Witters - CG Supervisor - Warner Bros (310) 463-7796
 Josh Kolden - CG Supervisor - Crack Creative Pre-viz studio (323) 962-6402
 Jeffrey Bakzinski - 3D Supervisor - Warner Bros/DigitalDomain (818) 399-4902
 Jack Fulmer - CG Artist Rhythm&Hues (310) 322-0333
 Corey Hels - Technical Director - Warner Bros/DreamWorks (213) 709-2822
 Neil Ingram - Producer - SightEffects / Zoic (323) 841-1294
 Marcus Stokes - Creative Director - Radium (310) 656-0156
 Yas Koyama - CG Artist - Logan / Angstrom (310) 408-5076
 Rick Thomas - CG Artist - Image Movers Digital (310) 710-9171

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