# Objective

* To attain a career in the entertainment industry as a Lighting Artist

# Experience

## Atomic Cartoons – Vancouver, BC

##  October 2019 – Present

Lighting and Compositing Artist – Netflix’s Mighty Express

* Created and adjusted light rigs to create desired look
* Gained more knowledge in Nuke by compositing shots to final
* Continued to improve lighting skills while working with FX

## Moving Picture Company (MPC) – Vancouver, BC

##  April 2018 – October 2019

Lighting Artist – Skyscraper, Ad Astra, Detective Pikachu, Sonic the Hedgehog and Maleficent: Mistress of Evil

* Worked closely with Key Artists whilst independently creating and improving light rigs using Katana
* Gained more knowledge by assisting in lighting FX and lookdeving assets

## Moving Picture Company (MPC) – Montreal, QC

##  December 2017 - April 2018

Lighting Artist – Disney's The Nutcracker and the Four Realms

* Created and adjusted lighting rigs to improve and match reference as well as plates
* Rendered and Optimized shots as needed
* Worked in Katana and Nuke to create dailies for presentation

## Moving Picture Company (MPC) – Vancouver, BC

##  July 2017 – October 2017

Lighting Artist – Academy

* Trained with an experienced Senior Lighting Artist
* Worked on shots from The Finest Hours, Godzilla, Night at the Museum 3
* Worked in Katana and Nuke to create dailies for presentation
* Learned Linux more thoroughly from an artist’s perspective

## Moving Picture Company (MPC) – Vancouver, BC

##  November 2016 – July 2017

Render Technical Assistant / Data Operations Assistant

* Render queue management, error checking and troubleshooting a wide variety of technical problems concerning render tasks
* Communication with Show Production, Data Wranglers, Systems, Software and Engineering departments
* Creating reports on overnight rendering results, creating reports for handover to other MPC sites.
* Actively monitoring disk usage, disk resource management, data archival and restoration

## DHX Media / NerdCorps Entertainment – Vancouver, BC

##  June 2015 – September 2016

Render Wrangler

* Set up Render Passes, Prepared Layers for Rendering, Monitored Rendering Process
* Precomped Rendered Passes into Nuke and/or XSI
* Worked On Monster High’s “Great Scarier Reef”, The Deep, Kate and Mim-Mim (S2)

## Visual College of Art and Design (VCAD) – Vancouver, BC

##  Oct. 2012 – Oct. 2014

3D Modeling Animation Art and Design

* Studied the fundamentals of 3D design and animation
* Explored the aspects of modelling and design through various 3D programs including Maya, Photoshop, After Effects, Premiere, ZBrush

# Software Knowledge

* Nuke
* Maya
* Photoshop
* Softimage / XSI
* Katana
* Pixar Renderman
* Linux