## **REEL BREAKDOWN**



Show: "Gen - Lock"
Role: Compositing

Software: After Effects

Responsible for layering CG assets and integrating 2D stylized effects for the scene such as slow-motion debris, slid smoke, and explosion FX.



Show: "Gen - Lock"

Role: Compositing

Software: After Effects

Responsible for layering CG assets and integrating 2D stylized effects. Main work was developing weapon scoping look and impact effects.



**Show:** "S.W.A.T" **Role:** Compositing **Software:** Nuke

Created effect for shotgun shells breaking apart the door. Used stock elements and separate plate shot to create the debris and smoke used.



**Show:** "Stumptown" **Role:** Compositing **Software:** Nuke

Responsible for green screen keying as well as integrating background footage for driving comp.



**Show:** "Stumptown" **Role:** Compositing **Software:** Nuke

Handled logo removal, spark pad removal, CG spark integration, and improving hill greenery. Hill template was passed from lead.

## **REEL BREAKDOWN**



**Show:** "The Walking Dead"

Role: Compositing Software: Nuke

Had to entirely reconstruct rear actor's body to match Negan's blade movements. Animated CG knife and added wound and blood. Also obscured Daryl stunt double.



Show: "The Walking Dead"

Role: Compositing Software: Nuke

Extended katana beyond green stump to protect actor.

Added CG guts and blood and created blood diffusion look on shirt which would see additional use in later shots.



Show: "The Walking Dead"

Role: Compositing
Software: Nuke

Helped finish off painting out wire on Daryl. Worked with show lead to reduce flickering coming from the flashlight.

Also integrated CG rocks to the BG.



Show: "Brooklyn Nine-Nine"

Role: Compositing Software: Nuke

Merged two plates and used various methods to paint out tape line.



Show: "Brooklyn Nine-Nine"

Role: Compositing Software: Nuke

Merged two plates to make the split-screen. Used Rotoscoping and color key techniques to isolate the actor.

## **REEL BREAKDOWN**



Show: "Chalk Warfare 4.0"

Role: Compositing

**Software:** After Effects

Responsible for generating and integrating magic FX.
Used a combination of pre-made and generated elements.



Show: "The Sandman"

Role: Compositing Software: Nuke

Integrated CG title, CG character, and live-action plate. Duties included smoothing camera pathing and day to night conversion.



Show: "The Sandman"

Role: Animation, Modeling, and Compositing

Software: Nuke

Tasks for compositing included integrating CG character with live-action, replacing green screen stage, re-creating a digital set to relight based on character position.



Show: "The Sandman"

Role: Compositing

Software: Nuke

Responsible for integating environment from unreal engine, with live-action as well as CG character.



Show: "Countdown"

Role: Animation, Compositing

Software: After Effects

Responsible for all aspects. Full CG short. Used various

post-process effects to bring the short to life.