

Software & Skills

My main applications

Maya, Nuke, Shake, Photoshop
Renderman, Mental Ray

Significant software experience

Houdini, XSI,
After Effects

Relevant skills

Lighting, modelling, look-dev,
surfacing & shading dev,
fur/grooming, particle / cloth
simulation, rigging,
pipeline-development.

I have over a decade of experience in VFX as a generalist, lighter and Lead TD using primarily **Maya, Mental Ray and Renderman.**

I can composite using **Nuke, After Effects** and **Shake.**

I've used both **XSI** and **Houdini** for over 6 months at a time at Jim Henson's Creature Shop and Dr. D respectively. In my many generalist roles I've been required to texture, model, simulate, track, animate and composite as well as light / render.

My main strengths are lighting and compositing. I also have extensive experience using cloth, particle, hair and fluid simulation as well as character rigging (including muscle systems), modelling & texturing - I am a very good generalist, my leaning is towards lighting and compositing.

I also enjoy ironing out inefficiencies to help develop smoother pipelines and procedures.

I have always got on with the teams I've worked with and count many ex-colleagues amongst my close friends.

Current Showreel

These are the projects included on my current showreel, in order of appearance.
Please see my Shot Breakdown for further information.

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|---|---|
| Harry potter & the Order of the Phoenix | – Lighting TD |
| The Golden Compass | – Lighting TD |
| Narnia: Prince Caspian | – Lighting TD |
| The Water Giant | – Sequence lead & Lighting TD |
| The tale of Desperaux | – Lighting and compositing |
| Happy Feet 2 | – Keylighting and compositing |
| Mucha Lucha | – Lighting & effects |
| How to kill a vampire | – Modelling |
| Pokerstars | – Generalist : Everything |
| Samsung | – Lighting & compositing |
| Erikli water | – Generalist : Everything |
| Pride | – Lighting, rigging, fur/groom & compositing |
| Primeval | – Lead TD, lighting, rigging (muscle based), pipeline development |

Employment History – 2001 to Present

Freelance TD – 3D generalist and lighting TD

Present occupation

Maya, Unity, Nuke, After Effects, Photoshop

I'm currently pooling from my 10+ years of VFX experience on short-term freelance projects.

While primarily a Maya Generalist and Nuke based compositor, I've also recently used Unity to create 3D environments for an augmented reality iPad app. Clients include Uli Meyer Studios and Imagination.

Dr. D, Sydney - Senior lighting TD: Happy Feet 2

February 2011 – August 2011

Houdini, 3Delight, Nuke

I was in Sydney for 7 months for Happy Feet 2.

Primarily building, testing and lighting shots using Houdini, 3Delight and Nuke.

I also created and maintained tutorial wikis for new starters, helping out where I could.

The Mill, Soho – Technical Director: Commercials and Longform
Maya, Mental Ray, Nuke

February 2010 – January 2011

I was a lighting TD on *Primeval 4* in The Mill's Longform department for 4 months, turning out several shots per day. With this and my work as Lead on *Primeval* series 1, I could make a 15 minute showreel of purely dinosaur footage.

I also worked freelance in the Mill's commercials department on numerous jobs including Samsung, Reckitts and National Lottery spots. In commercials I was working in a generalist capacity as a one-stop-shop: modelling / shading, animating, creating particle/cloth FX + the usual rendering and compositing work in Maya and Nuke.

1000 Volt, Istanbul – Senior 2D/3D generalist
Maya, Mental Ray, After Effects, Nuke

June 2009 – January 2010

At 1000 Volt I took a six month contract in Istanbul as a senior 3D artist/supervisor.

While there I worked on numerous commercials as a 3D lead.

On the Turkish film *Yahşi Bati* I was regularly on set in a VFX supervisor capacity, ensuring our team had everything necessary for post-production; including HDRIs, tracking markers and photogrammetry data.

Framestore, Soho – Lead Technical Director: Longform & Film
Maya, PRman & Liquid, Mental Ray, Shake

July 2004 – October 2008

At Framestore I worked as a lighting TD on *Narnia: Prince Caspian*, *The Golden Compass*, *Harry Potter and the Order of the Phoenix* and the animated feature '*The Tales of Despereaux*' where I composited all my shots in Shake.

I was also Lead TD for the first season of ITV's *Primeval*, supervising the 3D team with shader / look-development, pipelining, skinning/muscle, lighting and particle effects using Mental Ray.

Before that I was a lighting and rigging TD on the BBC's docudrama *Oceans*.

All feature work used Maya and was rendered in PRman / Liquid, TV work was lit using Mental Ray.

Jim Henson's Creature Shop – 3D generalist and lighting TD
Lighting, rigging and groom TD - Maya, XSI, Shake

Sept 2003 – June 2005

I was at Henson's for around two years and worked on the BBC's Christmas special '*Pride*' using Maya, XSI, Mental Ray and Shake to rig, groom, light, and composite talking lions.

I also worked on look-development and lighting on the film '*Are we there yet?*', was a sequence lead for the submarine rescue section of '*The Water Giant*' feature and a lighting TD on the children's TV series '*Frances the badger*'.

Uli Meyer Studios, Camden – 3D generalist and lighting TD
3D generalist - Maya, Mental Ray, After Effects, Combustion

June 2001 – Sept 2003

I worked full-time at Uli's for over two years where I was an integral part of their team of 3D generalists.

I started as a runner and within 6 months I was promoted to IT-administrator. I migrated to working solely on 3D projects soon after where I worked on over 20 commercials and assorted TV pilots and series as a generalist.

Education

| | | | |
|--|--------------------------------|---------------|-------------|
| HND Graphic Design & Illustration (3D visualisation) | Southampton Institute | (Distinction) | (1995-1997) |
| B-Tec Technical Illustration | at Mid Warwickshire College | (Distinction) | (1993-1995) |
| 9 GCSE's including English, Maths and Art | at Henley in Arden High School | | (1988-1993) |

Personal Interests

I like to be outdoors when not at work, walking or cycling and I love to swim and practice yoga to relax. If I'm in I'll be reading science and tech news feeds or watching films on the home-cinema.

I regularly attend life-drawing classes and when possible I'll be out and about with my DSLR.

I studied art, photography and illustration and still enjoy being creative; be it an innovative way to solve a practical problem or traditionally with pen-and-paper.