REEL BREAKDOWN

- Summer industry Course project with DreamWorks Animation Studios: (Eye Robot)

A 30-second short animation created in collaboration with DreamWorks Animation at Texas A&M University during the course of 10 weeks over the summer in 2014. **vimeo.com/105252175**
Duties: Lead Layout & Assist on lighting, animation and compositing

Worked as Assist Lead Lighter & Lead Layout artist in a team of six. Each member of the team was expected to touch every area of the pipeline. As a lead layout, I was responsible for setting up cameras for each shot, creating & Directing subsequent storyboards and animatics. Did the set dressing and rough animation for All Previs/ Final Layout shots for the whole animation.
As Assist Lighter, I was responsible for lighting shots to match the team's desired result. Personally lit shots 4, 8, 9, and 10 out of a total of 10 shots.

Other responsibilities:
Personally Animated shots 2, 4, 7, 8, and 10 out of a total of 10 shots
Rendered assigned shots and composited All shots for the short animation in NUKE
Modeled Environment assets and UV unwrapped the models including hexagonal rocks.
Software used: Maya, Photoshop, Mental Ray, After Effects & NUKE

- Lighting & Shading Solo Project: Phago

Worked on all aspects of the motionless animation. Modeled All assets in Maya & Houdini, Surface All Models in Mari, Lit & rendered the whole animation in Maya and composited the final piece in Houdini and NUKE.
Software used: Maya, Mari, Slim, Renderman, Mental Ray, Houdini & NUKE

- Lighting & Mood Study: Personal Project

Worked on all aspects of the image, except for some models. Responsible for shading, lighting and Compositing.
Software used: Maya, Mari, Mental Ray, & NUKE

- Toolset Creation (MEL scripting)

- Created a user friendly render GUI, that creates render passes for ambient occlusion, Z-depth and Normal maps passes. GUI was created in Mel scripting language, aids and optimizes render pass creations.

- Photography Work