

**Objectives** To learn from and work with inspirational and motivated people on high quality productions that push the boundaries of the CG world and me within it.

**Experience** **Cinematics Artist – Midway Studios : Jan 2007 – Current**  
Current role includes Pre-visualization, animatic and cutscene creation, general game camera overview and creation, Assisting cinematic motion shoot and motion capture acting. Post process effects development, shader optimization, lighting and colour grading, Promotional material creation, Autodesk Maya specialist for any art department queries.

**CG Lecturer – Lifeway College : Jan 2006 – Jan 2007**

A Full time role taking students through an intensive first year of CG training as part of a two year course.

Topics taught included: life drawing, art history, photography, cinematography, storyboarding, animation theory, stop motion, colour theory, matte painting, video editing, motion graphics, compositing, 3D theory, 3D modelling (all surface types), keyframe and procedural animation, lighting, texturing, rendering, rigging, expressions and MEL scripting.

Other tasks included R&D into new techniques and industries, creating learning material, student management and course grading, course liaison, promotional work creation and "master classes" for Year 2 students in the fields of lighting, compositing, and advanced rendering techniques.

**Photo Artist – Photopages : July 2003 – Dec 2003**

Restoration and enhancement of images, color correction, coloring b&w images, image rebuilding and painting. In addition I also performed r&d on new software and techniques and developed a highly effective pipeline by automating Adobe Photoshop extensively for complex tasks.

**Web Designer – Microdot : 2003**

Designing, Editing and maintenance of client websites. Html and flash based work, 3D based flash content and optimization.

**Scanner Operator – Microdot : 2002 - 2003**

Duties involved scanning original photography and artwork using large format flatbed and drum scanning, profiling color calibration, cleaning scans and original media, color correction for the print medium and color proofing.

## Education

### **2 yr Advanced 3D Animation Course - Lifeway College : Jan 2004 to Dec 2005**

Level 7 (Equal to Bachelor's Degree)

Passed both years with distinction. (95% or higher on all assessments submitted)

### **National Certificate in Multimedia – Carich Training : Jan 2001 to Dec 2001**

Level 4 (Equal to Diploma)

Passed with distinction. (Grade A on all assessments submitted)

### **Diploma in Audio Engineering – SAE Auckland : Jan 1999 to Oct 1999**

### **Form 7 – Mahurangi College : 1998**

Graphics, Geography, Statistics, Communication's English.

## Program Skills

- ◆◆◆◆ Use it everyday / know it very well.
- ◆◆◆ Have used in production / Good understanding of the program.
- ◆ Have used on occasion / Currently training

- ◆◆◆ 2d3 Boujou
- ◆◆◆◆ Adobe After Effects
- ◆◆◆◆ Adobe Audition
- ◆◆◆◆ Adobe Dreamweaver
- ◆◆◆ Adobe Flash
- ◆◆◆◆ Adobe Lightroom
- ◆◆◆◆ Adobe Photoshop
- ◆◆◆◆ Adobe Premiere
- ◆◆◆ Adobe Indesign
- ◆◆◆ Apple Shake
- ◆◆◆ Autodesk 3ds max
- ◆◆◆◆ Autodesk Combustion
- ◆◆◆◆ Autodesk Maya
- ◆◆◆ Autodesk Motionbuilder
- ◆◆◆ Eyeon Fusion
- ◆ Massive Prime
- ◆◆ Next Limit Realflow
- ◆◆◆ Pixologic Zbrush
- ◆ Realviz Stitcher
- ◆◆ SideFX Houdini
- ◆◆◆◆ Sony Acid Pro
- ◆◆◆ Steinberg Cubase SX
- ◆◆◆ The Foundry Nuke

Renderers include: Mental Ray, Maxwell, Renderman for Maya, Turtle, Brazil.

## Operating Systems

Microsoft Windows (3.0 to Vista)

Apple Macintosh (Classic, OS X)

Linux (Ubuntu, Fedora)

## Referrals

Available on request