

## Skills & Abilities

Compositing, CG Compositing, Keying, 2D & 3D Tracking, Frame by Frame Paint, 3D Projection, Color Correction, Python for Nuke, Element Integration, Rotoscoping

## Work Experience

**BG Prep Artist – Scanline VFX** March 22<sup>nd</sup> 2021 to Present

Worked as a prep artist in a more senior position, creating clean plates while preserving the original plate. Also generated mattes matching both the core and defocus while ensuring accurate motion blur.

**Compositor – Ingenuity Studios** March 1<sup>st</sup> to March 22<sup>nd</sup> 2021  
Nov 2019 to May 2020

Worked doing CG Comps, FX Comps, deep compositing, 2d Comps, screen replacements, set extensions, color work, keying, and tool development. Trained new staff on company structure and pipeline. Developed the look for shots and tutored artists on new techniques.

- “Stumptown” 2019-2020
- “Penny Dreadful: City of Angels” 2020
- “Away” 2020 Netflix Original

**BG Prep Artist – Image Engine Design Inc** Jan 2018 to Nov 2019

Worked preparing each plate through matte generation/roto-scoping, paint outs (marker removals, removing rigs, flashing lights, camera and crew), grain removal, grain matching, and set extensions.

- “Fantastic Beasts: The Crimes of Grindelwald” 2018
- “Game of Thrones Season 8” 2019
- “Spider-man: Far From Home” 2019
- “Mulan” 2019

**Freelance Compositor** 2015 to 2017

Worked doing 2D Composites involving color matching, sign replacements, roto-scoping, keying, and paint outs (removing wires, actors, blinking lights, and dust busting)

## Education

**Lost Boys | School of Visual Effects Compositing Program Diploma** 2017 to 2018

**Completed BSM (Basic Shift Management) Courses** 2015 to 2016

## Software

Nuke, Silhouette, Python, Mocha, Maya, Arnold, After Effects, Photoshop, Premiere