

Knowledge

- **Nuke** - roto/paint/cleanup, tracking, warping, keying, 3D
- **SynthEyes, PFtrack** - manual tracking, object tracking, layout, lens distortion
- **After Effects, Photoshop**, Mocha, Silhouette, Adobe CS5, Final Cut Studio
- **Maya** - basic modeling, animation, lighting & shading, matchmove integration
- OSX, Linux, Windows, Python, shell scripting
- SLR photography, color grading, timelapse cinematography

Experience

John McNeil Studio - Berkeley, CA - 2011 to Present

Compositing Intern

- Compositing, roto, matchmoving, photo retouching

Self Employed - Berkeley, CA - 2009 to Present

Freelance VFX Artist

- Roto, Paint/Cleanup, Matchmoving, Compositing, and 3D graphics for music videos and short films
- Consulted with clients to develop strategies for achieving final effects
- Feature film roto for BoundaryVFX

Inventive Pictures - Olympia, WA - July 2007 to October 2008

Camera Operator, Grip, Editor

- Designed animated title graphics in After Effects
- Edited projects in FCP, encoded video for DVD and web

Electronic Media at Evergreen - Olympia, WA - June 2007 to September 2008

Media Technician

- A/V tech support for events, students, and faculty
- Operated video camera to document events
- Installed A/V equipment and administered electronic music studios
- Taught workshops and tutored students in After Effects & Final Cut Pro

Education

Bachelor of Arts - The Evergreen State College - 2004 to 2008

Film & Animation, Photography

- Collaborative and interdisciplinary film and animation projects: production & post-production
- B&W and Color Darkroom printing, large format film, studio lighting