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## Objective

A technical director position in animation or visual effects, using my experience in problem solving, delivering shows, and supervising great teams.

## Profile

Look Development TD / Pipeline TD / Generalist

Lighting, shaders, pipeline development, scripting, GUIs, rendering, compositing, modeling, texture painting, UVs

Software experience: Maya, Python, MEL, mental ray, Renderman, Nuke, Shake, Photoshop, Illustrator, ZBrush, Headus UV Layout

Visual Effects Society Award: 2006 - Best Miniseries - "Stephen King's Nightmares & Dreamscapes" (Episode: Battleground)

## Work History

ImageMovers Digital 9/2008 - present

Look Development Technical Director

- Look development on hero characters, costumes, and all crowd and background characters

- Wrote workflow enhancement scripts for the surfacing department, including a user-friendly GUI for assembling assets from multiple departments into a ready-to-render turntable

- Developed extensive tools for integrating surfacing and crowds departments

- Created tools for generating random material variations on background characters, and allowing for flexible art direction

The Jim Henson Company 6/2005 - 8/2008

Lead Technical Director / Look Development / Pipeline Developer

- Worked closely with art directors to develop CG look for multiple shows

- Supervised lighting and texturing teams, reducing render farm memory requirements by 50% with custom optimization tools

- Designed a comprehensive render layer system that achieved an almost 100% automatic setup for lighters

- Developed pipeline, baking, rendering and scene assembly tools

- Directed artist workflow in areas from asset management to rendering

Gnomon School of Visual Effects 4/2008 - 9/2008

Instructor / Look Development

- Created and instructed Gnomon's first Look Development curriculum

- Designed a class wiki where students received continually updated notes and answers to questions

## Education

Gnomon School of Visual Effects - CG Certificate (3/2003-12/2004)