

Skills

- Maya (MentalRay)
- ZBrush
- Royal Render
- JetBrains IDE
- Vicon Blade
- Nuke
- Mudbox
- Linux
- Python
- PyMel
- Mel
- Javascript
- HTML
- CSS
- PHP
- C++
- QT (python, C++)
- NodeJs (JavaScript)
- Meteor (JavaScript,html, css)
- Maya (Python, Pymel, Mel, C++)
- Adobe Suite (JavaScript, html, css)
- Wordpress(Javascript,html, css, PHP, Timber)

Experience

Generalist TD - Framestore

AUG '21 - PRESENT

Handling any general 3D tasks required including needs for lighting, rendering, tracking, layout, and tool creation within the department.

Pipeline TD - Framestore

SEPT '19 - AUG '21

- Provide technical and pipeline support to artists.
- Maintain pipeline scripts.

Junior Pipeline TD - Framestore

JUN '18 - SEPT '19

- Provide technical and pipeline support to artists.
- Maintain pipeline scripts.

CG Generalist - Little Red Robot

MAY '18

- Worked on a GE project handling Modeling, Lighting, and Rendering.

Motion Builder Operator - The Brigade

APR '18

- Motherless Brooklyn production.
- Worked with the team from VER running NCam.
- Manipulated provided assets in Motion Builder to stream to the NCam system.

Freelance TD - Hornet

MAR '18

- Created tools to help rename, color convert and connect hundreds of textures that were provided by Sony for a Hotel Transylvania commercial.

Pipeline Engineer - Taylor James Ltd.

JUN '17 - FEB '18

- Maintain pipeline scripts.
- Develop pipeline UI and API.
- Provide support to artists.

Freelance Pipeline TD - Taylor James Ltd.

MAR '17 - MAY '17

- Maintain pipeline scripts.
- Develop pipeline UI and API.
- Provide support to artists.

Technical Artist | Developer - Napoleon Group

FEB '14 - FEB '17

- Build and maintain pipeline scripts.
- Write and maintain scripts using MEL, Python and PyMel.
- Develop and implement workflow and tools to improve current operations.
- Collaborate with the engineering department in managing the render farm.
- Provided 3D assets, products and character creation.
- Maintain and organize 3D asset library.
- Set up MoCap stage prior to session start time.
- Set up talent in MoCap suit and calibrate system software prior to session start time.
- Conduct all technical aspects of the MoCap session, accommodating Creative Director and client demands.
- Organize and deliver finished data and video assets for animators.
- Maintain and update software and hardware as required.
- Created and maintained a pipeline that worked with Maya, After Effects and a Web App.
- Maintain a positive environment for the development of the highest quality 3D output.

Freelance Developer - Napoleon Group

OCT '13 - JAN '14

- Rebuilding the existing pipeline.
- Custom motion capture importer/exporter.
- Create scripts to streamline jobs.

Intern - Napoleon Group

AUG '13 - SEPT '14

- Improved speed and reliability with existing pipeline.
- Create a system to search the library.