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North Hollywood, CA 91601  
<http://www.DankFX.com>

### Objectives:

To creatively generate realistic looking visuals that help create feeling and drive a story through different types of lighting techniques. This includes lighting to match and enhance live action film and animated features.

### Qualifications:

**Proficient in:** Maya, Katana, Arnold, Render Man, V-Ray, Nuke, Shake, After Effects, Final Cut Pro, Adobe Photoshop.

**Familiar with:** Houdini, Mudbox,

**Operating Systems:** Windows, Mac, Linux

### Professional Experience:

**Senior Lighting/Look Dev TD – Brewster Parsons** February 2013 - Current

**Senior Vray Lighter/LookDev/Compositing – Mirada** November 2012 - February 2013  
Pacific Rim

**Senior Lighting/Look Dev TD – The Mill** October 2012  
"Surprise" - Call of Duty: Black Ops 2

**Senior Lighter – Disney Feature Animation** May 2012 - October 2012  
Wreck-It Ralph

**Lighting Technical Director – Sony Pictures Imageworks** February 2011 - May 2012  
The Amazing Spider-Man, Arthur Christmas. Two time Sony Pictures Entertainment Applause Award Winner. Outstanding Performance and Lasting Contribution, Demonstrating Exceptional Initiative and Teamwork.

**VFX Supervisor – Whitewater Films** October 2011 - February 2012  
Fat Kid Rules The World

**CG Supervisor – Hydraulx** November 2010 - January 2011  
Take Shelter - Official Selection: Sundance Film Festival, Winner Fipresci Prize: Cannes Film Festival, Critics Week Grand Prize: Cannes Film Festival, Official Selection: Toronto Film Festival

**Lead CG Lighting Artist – Hydraulx** June 2009 - November 2010  
Knight and Day, Jonah Hex, Gulliver's Travels, The Bay, Avatar, IronMan 2, 2012, X-Men Origins: Wolverine, Skyline, Battle: Los Angeles, Fast & Furious.

**Lead Camera Tracker/Digital Lighter – Hydraulx** August 2007 - June 2009  
The Curious Case of Benjamin Button, The Day the Earth Stood Still, Wanted, The Incredible Hulk, Bedtime Stories, Jumper, Aliens in the Attic, Orphan, The Love Guru, Meet Dave, Case 39.

**3D Tracker/Maya Generalist – Hydraulx** January 2007 - August 2007  
Fantastic Four 2, Alien vs. Predator: Requiem, The Invasion, The Seeker: Dark is Rising Tool's Vicarious music video.

**Roto Artist/Compositor – Barbed Wire FX** January 2007

**VFX Supervisor – Juicebox Films** January 2006 - May 2006  
Bottleneck - Savannah College of Art and Design Winner 2006, Best Special Effects, 1st Place HBO Films Student Competition Award, MTVU Best Filmmaker on Campus Top 5, Showed at the Tribeca Film Festival 2007

**Lead Compositor – Global Learning Systems** May 2001 - August 2002

**Education:** Savannah College of Art and Design, Savannah, GA  
MFA in Visual Effects, Graduated Nov. 2006.  
University of Maryland Baltimore County, Baltimore, MD  
Graduated 2004, BA in Visual Arts/Imaging Digital Art, dual pathway in Animation and Interactivity.

## **Professional**

### **Experience Extended:**

#### **Senior Lighting/Look Dev TD – Brewster Parsons**

Look developed Vray shaders and lit shots to photorealistically match live action footage.

#### **Senior Vray Lighter/LookDev/Compositing – Mirada**

Look developed Vray shaders To match the look of shared ILM asset and lit shots to photorealistically match live action footage.

#### **Lighting/Look Dev TD – The Mill**

Used lighting and shader Look Development to create CG elements that photo realistically match live action footage.

#### **Senior Lighter/Shot Finaler – Disney Feature Animation**

Used Render-Man to light shots to match the look and style created by the Art Director. Those shots were then finished using Nuke, and then adjusted stereoscopically.

#### **Lighting Technical Director – Sony Pictures Imageworks**

Responsible for lighting and compositing CG elements together to match the look and style created by the Art Director. Stereoscopically converted finalized composites.

#### **VFX Supervisor – Whitewater Films**

Worked with the Director and Producer to make sure their vision was being properly enhanced with 3D and 2D effects work. Created 3D and 2D Pipeline, light rigs and look developed shaders. Lit and composited shots.

#### **CG Supervisor – Hydraulx**

Managed a team of CG Artist throughout post production. Checked assets, and animation against notes given from the VFX Supervisor and Director to make sure all shots were completed on time. Created light rigs and look developed shaders for a team of CG Lighting Artist so that they could photo realistically match live action footage. Helped problem solve and create lighting pipeline procedures.

#### **Lead CG Lighting Artist – Hydraulx**

Created light rigs and look developed shaders for a team of CG Lighting Artist so that they could photo realistically match live action footage, and helped problem solve and create lighting pipeline procedures.

#### **Lead Camera Tracker/Digital Lighter – Hydraulx**

Used Lighting and shader Look Development to create CG elements that photo realistically match live action footage, while managing a team of Camera Trackers that are creating 3D cameras that match the movements of the live action camera for seamless integration of CG elements.

#### **3d Tracker/Maya Generalist – Hydraulx**

Created 3D cameras that matched the movements of the live action camera for seamless integration of CGI elements in Fantastic Four 2, Alien vs. Predator 2, The Invasion and a Mercury car commercial. Worked on lighting, texturing, modeling and fluid dynamics work for a Tool music video.

#### **Roto Artist/Compositor – Barbed Wire FX**

Rotoscoped and pulled keys for a Mattel Hot Wheels commercial.

#### **VFX Supervisor - Juicebox Films**

Responsible for realizing the Directors vision, and managing a team of Visual Effects artists. Directed second unit background plate photography, supervised 3D modeling, texturing, lighting, animation, rotoscoping and compositing.

#### **Lead Compositor - Global Learning Systems**

Production team member for driver-safety project, ARTBA Work zone Safety for the American Road & Transportation Builders Association. Lead Compositor of driving simulations, and secondary Digital Video Editor. Was also a Cameraman, mounted video cameras to vehicle for mobile video shoot, and labeled videotapes. Production team member. Produced on-line training, LM-21, for Lockheed Martin Corporation. Set up and tested Cleaner Live digital video-capture system, and audiovisual equipment. Supported the California POST II Project, a commercial CD-ROM product developed for police officer training. Produced animated logo for the Digital Media Group (DMG). DMG is the production department for Global Learning Systems. Assisted the Director in lighting, camera set up and audio levels. Set up equipment for each video shoot for Health Mark. This was a medical training CD-ROM that discussed aspects of prostate cancer diagnosis and treatment. The subject matter/content of this project required additional professionalism and sensitivity in editing the video and audio portions.