

Employment History

- 2011 **Effects Technical Director**
(DrD Studios; Sydney)
- FX TD on HappyFeet 2
 - Primarily CharFX & Destruction, tool dev and training.
- 2011 **3d Generalist/TD**
(Percy3d; Toronto)
- Concept development and design for a new online personalised video rendering and delivery system.
 - Integration of Houdini into a dynamic rendering env/pipeline.
 - Executing concepts; Editing, Comping, 3d FX and Rendering.
- 2009-2010 **Effects Technical Director**
(Framestore CFC; London)
- Feature film VFX; tool development and look dev, shot work.
-Clash of the Titans (Oct 2009-Feb 2010)
-Your Highness (Feb-August 2010)
- 2009 **Intern**
(Side Effects Software; Toronto)
- Cloth and Fluids: Tool development, troubleshooting, new feature implementation & testing, developed shelf tools.
 - Demos to showcase new features to the public and clients
 - Delivering training material to clients & public.
- 2008 **Lecturer & Lead 3d artist**
(Western Australian Film and Television Institute)
- Taught the Diploma of Animation course (3d component).
 - Lead 3d artist on corporate projects.
- 2006-2007 **Production Designer**
(DG Global; Perth, Australia)
- Designing, visualizing and drafting corporate convention displays, stages, floorstands and supporting print.
- 2006 **Lecturer**
(Edith Cowan University; Perth, Australia)
- Taught the intro to 3d animation class (3ds max)
 - Received highest student feedback score in the computer science department.
- 2001-Present **Freelance 3d Artist**
- 3d viz- Resources, Naval, Architectural, Scientific and Industrial
 - Full dome rendering for Planetariums.
 - Print work- Booklets, annual reports, large format, vehicle wraps, signage etc. Mixed media illustration.
 - Stereoscopic content.
 - Exhibition stand design, visualization, drafting and CNC layout.
 - Live video performance (VJing)

Education	2002-2005 BA- Multimedia Design (Curtin University; Perth, Australia) <ul style="list-style-type: none">• Bachelor of Arts, Multimedia Design.
Software Competencies	Houdini, Nuke, 3d Studio Max & Vray, Rhino, Autocad, Combustion, Photoshop, Illustrator, Encore, Premiere, AfterFX, Indesign. Python, Hscript, VEX, RSL, Bash, and Java experience.
Awards and other experience	<ul style="list-style-type: none">• 2005 Domefest award for Most Innovative Piece (<i>A Bell in the Storm</i>)- international conference held in New Mexico.• Winner of Graphics category- 2007 Nullarbor Demo Competition.• ACM SIGGRAPH Member Perth Chapter board member and editor, 2005.• Young Achievers Australia; 2003 Small Business Development Corporation- Tertiary Company of the year (STYAL designs).• Various Debating and Public Speaking awards.

Professional and Character References available on request, for more info & showreel visit: