Reel Breakdown

Software: Maya, Nuke, Arnold, Vue, Houdini, Substance Painter, Photoshop

This was a collaborative project where we were tasked with creating a piece to tell a story through a single shot. I am responsible for the base model of the lighthouse, the base textures of the lighthouse, look development for all assets, lighting, and compositing for this piece.

Software: Maya, Nuke, Arnold

This was a collaborative film that I worked on. There are three various shots in my reel from this film. I was the Lighting TD, Lead Lighter and Technical Director on the film. I am responsible for lighting and compositing 14/34 shots of this film. I also managed a small team of lighters and compositors on this film.

Software: Maya, Nuke, Arnold, Photoshop

For this piece, I was tasked with creating a fantastical element to a plant. I came up with the idea of having a Snowdrop flower transform into a lightbulb due to the resemblance of the plant. I am responsible for the lighting, compositing, look development, hdr, shading and texturing of all the assets in the scene.


Software: Unreal Engine 4, Maya, Substance Painter, Photoshop

This is an environment that I created in Unreal Engine. I wanted to create an environment that contained elements resembling the snow base from "The Thing" (1982). I created all assets in Maya, textured them in Substance Painter and Photoshop, assembled the environment with all the assets, created a snow particle effect system, and created the video game cinematic in Unreal Engine 4.

Software: Maya, Arnold, Photoshop

This was a shot from a collaborative project I worked on. The goal was to create a 30-second ad. We chose to create a haunted drive-in ad. I am responsible for all assets in this shot as well as the modeling, texturing, lighting, atmosphere, and rendering in the remaining shots of the ad.
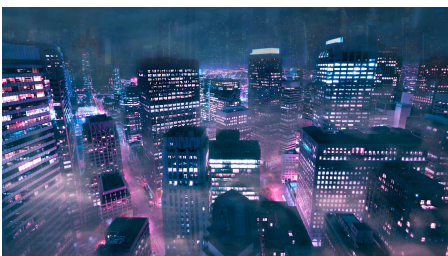
Software: Maya, Nuke, Arnold, Photoshop

This shot is a 3D Mesh Projection I worked on. I edited a photo of a city in Photoshop to resemble a neon/ Blade Runner style city. I then projected the image in Maya, created a Mesh that corresponded to the projection, brought all of that information into Nuke, and then re-projected my image in Nuke to obtain the final shot.