

## Feature Animation Highlights - DreamWorks Animation

### How to Train Your Dragon 3



#### Lead Lighter

Rig design and development for DW-first feature production using raytracing. Worked directly with Oscar-winning cinematographer Roger Deakins to adopt real-world techniques. Built geometry gobo tool for realistic dapples and shadows.

### The Boss Baby



#### Lead Lighter

Lead of "fantasy" sequences; highly-stylized sections with nostalgic looks. Worked directly with director, production designer, and department heads to achieve very specific look design. Combined images and data across several packages/renderers for the final frame.

### Bilby



#### Lead Lighter

Rig setup and lighting for a section of the short; used to field test the studio's brand new, proprietary raytracer: Moonray.

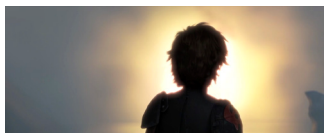
### Kung Fu Panda 3



#### Lighter

Production lighting from large exteriors to intimate character moments, including dozens of various crowd types and FX integration.

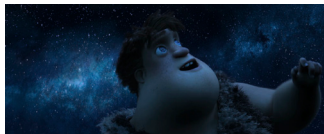
### How to Train Your Dragon 2



#### Lighter

Acted as lead during another's absence. Setup and look-dev for Ice Fortress and debris. Setup and shot lighting for funeral pyre shots, combining FX for fire and water with rendered and composite reflections.

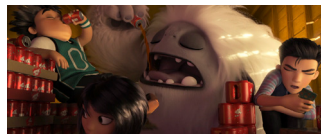
### The Croods



#### Lighting Technical Assistant

Cast as lighter for all the tree-top shots.

### Abominable



#### Lead Lighter

Built and maintained lighting rigs to match key art but also scale and adapt for sequence coverage. Lit large sections of the sequences solo.

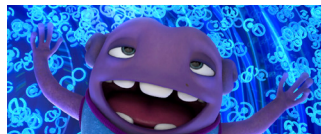
### Rise of the Guardians



#### Lighting Technical Assistant

Production lighting in addition to usual TA tasks of supporting lighting teams. Developed Nuke tool for magic crystal and snowglobe effect used throughout production.

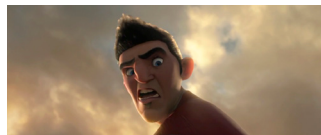
### Home



#### Lighter

Production lighting of shots including one that featured hundreds of crowds, heavy compositing, FX integration, and complexity management for a crash zoom from orbit to close up.

### Turbo



#### Lighting Technical Assistant

In addition to shot lighting, supported lighting teams with rig management, tech debug and fixing, and shot delivery. Aided setup and per-shot management of over 150k crowd ants for Indy crash sequences.

## Real-Time Highlights - PlayStation Visual Arts

### The Last of Us Part 1



#### Senior Lighting Artist

Cinematic lighting for real-time cutscenes in ND's proprietary engine and lighting tools; including adjusting or replacing environment lighting as needed for the shot.

### "Styler"



#### Senior Lighting Artist

Collaborative side-project to learn Unreal Engine with other game artists; fully lit with Lumen.